Programme	Bachelor of Computer Science							Bachelor of Business Information Systems	Bachelor of Information Technology
	Artificial Intelligence and Big Data and Cyber Security	Digital Systems Security and Artificial Intelligence and Big Data	Digital Systems Security & Cyber Security	Artificial Intelligence and Big Data	Cyber Security	Digital Systems Security	Game and Mobile Development		
Degree Major	**Year 1/2 (Double Major)**			**Year 1/2 (Single Major)**					
Common Core	· Networks and Communications · Human Computer Interaction · Fundamental Programming with Python · Computing and Cyber Security Fundamentals			· System Analysis · Database Management Systems · Object Oriented Design and Programming · Introduction to Web Technology · IT Project Management					
Degree Core	· Generative AI · Algorithms and Data Structures · Advanced Programming / Java Programming · Database Systems							Generative AI	
								Management Information Systems	
								Introduction to Management	Knowledge and Information Engineering
Electives	-			3 Y1/2 Elective Modules*				4 Prescribed Business Electives*	4 IT/Business Electives*
Degree Major	**Year 3 (Double Major)**			**Year 3 (Single Major)**					
Common Core	Software Development Methodologies								
	Project								
Electives	-			1 Y3 Elective Module*				-	
Major Core — System Security	√	√	√		√	√			
Big Data Mining Techniques and Implementation	√	√		√					
Big Data Management	√	√		√				√	√
Foundations of Artificial Intelligence	√	√		√					
Modern Artificial Intelligence	√	√		√					
Ethical Hacking	√		√		√				
Cybersecurity	√		√		√				
Artificial Intelligence and Cybersecurity	√		√		√				
Cryptography and Secure Applications		√	√			√			
Network Security		√	√			√			
Mobile Application Development							√		
Interactive Computer Graphics							√		
Game Engine Essentials							√		
Systems Administration								√	√
Business Process Management								√	√
Web Server Programming								√	√
Emerging Information Technologies and their Applications								√	√
Web Security		√	√			√			
Virtual and Augmented Reality							√		

*Elective modules are subject to availability and should not be repeated. Please refer to website for more details.

1. The subjects offered may be updated to be aligned with onshore delivery and are subject to variation.
2. Some subjects have prerequisite requirements; students must successfully complete these requirements before being allowed to enrol in the subject.
   Please refer to website for prerequisite to each subject.
3. Subjects in Year 3 are taught by UOW academics.
4. Students must have access to the internet, an email account and personal printing facilities. Online materials will not be reproduced in hardcopy for students.