

**Bachelor of Information Technology****Study Area A**

Computer Science Major

**Study Area B**

Information Systems Minor

Mobile Applications Minor

**Units of Study**

Unit Code	Unit Title	Grade	Description	Credit Points
<b>Semester 1, 2016</b>				
IFB101.1	Impact of IT	6	Distinction	12
IFB102.1	Computer Technology Fundamentals	6	Distinction	12
IFB103.1	Designing for IT	6	Distinction	12
IFB104.1	Building IT Systems	7	High Distinction	12
<b>Semester 2, 2016</b>				
CAB201.1	Programming Principles	5	Credit	12
CAB202.1	Microprocessors and Digital Systems	7	High Distinction	12
IAB201.1	Modelling Information Systems	5	Credit	12
IAB202.1	Business of Information Technology	5	Credit	12
<b>Semester 1, 2017</b>				
CAB203.1	Discrete Structures	6	Distinction	12
CAB302.1	Software Development	4	Pass	12
IAB203.1	Business Process Modelling	5	Credit	12
IGB180.1	Computer Games Studies	5	Credit	12
<b>Semester 2, 2017</b>				
CAB303.1	Networks	4	Pass	12
IAB330.1	Mobile Application Development	5	Credit	12
IFB130.1	Database Management	5	Credit	12
IFB299.2	IT Project Design and Development	5	Credit	12
<b>Semester 1, 2018</b>				
CAB301.1	Algorithms and Complexity	4	Pass	12
IAB204.1	Business Analysis	4	Pass	12
IAB230.1	Mobile and Ubiquitous Computing	6	Distinction	12
IFB398.1	Capstone Project (Phase 1)	7	High Distinction	12
<b>Semester 2, 2018</b>				
CAB240.1	Information Security	4	Pass	12
CAB401.1	High Performance and Parallel Computing	5	Credit	12
IFB399.1	Capstone Project (Phase 2)	7	High Distinction	12
IGB220.1	Fundamentals of Game Design	5	Credit	12

Course Grade Point Average (GPA): **5.333****Bachelor of Information Technology (Computer Science)**Course requirements completed on **28/11/2018**

End of Record 7326645

Important: This is not an official Academic Record. At QUT, the medium of instruction is English.