Introduction to Information Technology

Unit code and version	4478.9
Unit offering option	205861
Study level	Level 1 - Undergraduate Introductory Unit
Credit points	3
Faculty	Faculty of Science and Technology
Discipline	Academic Program Area - Technology
Unit offering details	Semester 1, 2022 , ON-CAMPUS , UC - Canberra, Bruce
Unit convener name and contact details	Name of Unit Convener and contact details (including telephone and email) **Convenor:**Dr. Julio Romero **Email:** Julio.romero@canberra.edu.au **Office:**6B7 **Phone**: 6201 8907
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Academic content

Unit description

This unit provides an introduction and overview to computer systems, information technology and software technology from a technological point of view. The unit covers the mathematical and theoretical foundations of computer science, including Boolean logic, an overview of computer architecture as well as the fundamental concepts of modern programming languages. Students will learn basic web programming and will develop small event-driven applications using a Graphical User Interface. Data structures include arrays. Those parts of the software engineering process, in particular testing and debugging, which are applicable to an introductory subject are incorporated. The subject also includes an introduction to graphics and relational databases. The unit finishes with an introduction to human-computer interaction. This unit may be cotaught with 8936 Introduction to Information Technology G.

Learning outcomes

On successful completion of this unit, students will be able to:

1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
2. Design and write HTML webpages, including CSS;
3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;
4. Understand the fundamentals of file input/output and relational databases; and
5. Test software applications in a systematic and efficient way.

Graduate attributes

1. UC graduates are professional
    - communicate effectively
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - take pride in their professional and personal integrity
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - adopt an informed and balanced approach across professional and international boundaries
    - behave ethically and sustainably in their professional and personal lives
    - communicate effectively in diverse cultural and social settings
    - make creative use of technology in their learning and professional lives
    - understand issues in their profession from the perspective of other cultures
3. UC graduates are lifelong learners
    - adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas
    - evaluate and adopt new technology
    - reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development

Skills development

As students of the University of Canberra, you will develop your critical thinking skills, your ability to solve complex problems, your ability to work with others, your confidence to learn independently, your written communication skills, your spoken communication skills and a number of work-related knowledge and skills.

Prerequisites

None.

Corequisites

None.

Accreditation

ACS Accreditation

This unit is part of courses accredited by the Australian Computer Society (ACS)

Skills Framework for the Information Age (SFIA) v8

This unit aligns with the following SFIA professional skills:

- Programming/software development PROG

- Testing TEST
- Software design SWDN

SFIA skills are defined by levels of responsibility, based on autonomy, influence, complexity, business skills, and knowledge. Although this unit may cover knowledge and skills at higher levels, it is expected that graduates of undergraduate degrees will be capable of operating at Level 2 overall.

Seoul Accord

The UC generic attributes address graduate attributes 1, 6, 7, 9, and 10 of the Seoul Accord. The remaining graduate attributes that are covered in this unit are:

1. Knowledge for Solving Computing Problems

2. Problem Analysis

3. Design/Development of Solutions

4. Modern Tool Usage

5. Computing Professionalism and Society

EA Accreditation

This unit is part of courses accredited by Engineers Australia (EA)

This unit assesses and exposes students to the following Professional Engineer Stage 1 Competencies:

1.1 Comprehensive, theory based understanding – Indicators Assessed: a

1.2 Conceptual understanding – Indicators Assessed: a

1.3 In-depth understanding – Indicators Assessed: a

1.4 Discernment – Indicators Exposed: a, b

1.5 Knowledge – Indicators Assessed: a, b, c; Exposed: d, e, f

1.6 Understanding – Indicators Assessed: a, d; Exposed b, c, e

3.1 Ethical conduct and professional accountability – Indicators Assessed: a, d; Exposed b, c

3.2 Effective oral and written communication in professional and lay domains – Indicators Assessed: a, b

3.3 Creative, innovative and pro-active demeanour – Indicators Assessed: a; Exposed b, c

3.4 Professional use and management of information – Indicators Assessed: a; Exposed b, c

Timetable of activities

Section 1 (Week 1)	Background • Intro to IIT ◦ Admin affairs ◦ Background ◦ Academic integrity				

	◦ Academic skills program ◦ Support: MaSH, PALS. • History of computing • Basic computer architecture
Section 2 (Week 1)	Introduction to Human-Computer Interaction • Background • Fundamentals
Section 3 (Weeks 2 to 6)	The Gears for IIT • Module 1: HTML Web Programming ◦ Introduction ◦ Colour and graphics ◦ Layout, style and cascading stylesheets ◦ Web accessibility ◦ Metadata • Module 2: Database Management Systems ◦ Data processing ◦ Text files ◦ Sets ◦ Dictionaries and databases ◦ Reports
Section 4 (Week 7)	Data Representation and Numbering Systems • Converting from binary to decimal • Converting from decimal to binary • Binary arithmetic

Section 5 (Week 9):	Programming Style and Problem Solving • The process of programming • Importance of a good programming style • Debugging • Checking for erroneous input
Section 6 (Weeks 9 to 12)	Putting Everything Together • Module 3: Fundamental Programming Concepts ◦ Core objects ◦ Variables and strings ◦ Inputs and outputs ◦ Decision structures ◦ Logical and Relational operators ◦ Flow control ◦ Lists and tuples ◦ Functions ◦ Graphical user interface • Module 4: Testing ◦ Application testing ◦ Testing framework ◦ Systematic testing ◦ Developing test cases ◦ Equivalence partitions
Note that the actual order of sections and modules could change as the unit progresses throughout the semester to add flexibility and consistency while incorporating new material and trends. Any change will be advised in your Canvas site.	

Unit resources

Required texts

Required:

William Punch, Richard Enbody, "The Practice of Computing Using Python", Global Edition, ISBN 978-0-13-280557-5, Pearson.

Supplementary:

David I. Schneider, "An Introduction to Programming Using Python", Global Edition, ISBN 978-1-2921-0344-0, Pearson.

Lawrence Snyder, "Fluency with Information Technology", Global Edition, ISBN 978-1-292-06124-5, Pearson.

A limited number of copies of these books will be available from the library.

Materials and equipment

Software:

All necessary software required for this unit is available on computer laboratories at the Faculty of Science and Technology, buildings 6 and 11. In addition, students can install their own copy on their own computers (e.g. a laptop). Installation files or links to software will be provided on the unit's Canvas site. All examples and assignments will be discussed using Microsoft Windows Operating System environment.

Note:

Students are permitted to use their own computer equipment, but must ensure that their assignment submissions adhere to the requirements listed above and in the assignment description. It is the responsibility of users of other operating systems, including Windows, Linux and Mac OS X, to ensure that their assignment submissions, and in particular any executable file, run on the Windows operating system environment.

Unit website

Each unit you are enrolled in has an online teaching site in the learning management system UCLearn. You access UCLearn through MyUC.

Social Media

Social media will be used as part of the teaching and learning of this unit, and relates to websites and applications that allow students and staff to create and share material, or interact via social networking activities. This can take many forms including text, images, audio, video, gestures (such as 'liking', 'favouriting', 'following') and other multimedia communications. Students and staff should be aware that social media creates an environment for limitless communication, collaboration, dialogue and information exchange but that there should be an awareness of the 'amplificatory' effect of popular content, which can portray both positive and negative outputs. Students should note that social media is not at the control of the University and, therefore, changes may be made to learning or assessment materials at late notice as a consequence of changes to content or access to the social media platform. Students are warned that there may be possible disturbing content that can be viewed when using social media, that is outside the control of the University. Students who are concerned with the use of social media for privacy or other issues are advised to speak with their unit convener as soon as possible.

For further information please refer to the section on Social Media in the Assessment Procedures.

Supplementary Unit Engagement tools.

The unit convenor may trial additional unit engagement tools to support student learning and engagement.

Assessment

Assessment item details

Unit Readiness Test (AIM)

Due date

Sunday Week 4, 23:30 Hours.

Weighting

5%

Assessment details

This test is a compulsory assessment item through which students can demonstrate their understanding of academic integrity principles, awareness of unit assessment requirements and general unit participation requirements. Students will be required to complete several associated tasks and a short quiz. Details will be available on the unit website.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);

Related graduate attributes

1. UC graduates are professional
    - take pride in their professional and personal integrity
2. UC graduates are global citizens
    - behave ethically and sustainably in their professional and personal lives

Assignment 1

Due date

Sunday Week 3, 23:30 Hours.

Weighting

15%

Assessment details

This is an online test about problem solving, coding support tools (such as wireframes, pseudo codes, flow charts, and Rich Pictures), and general testing techniques. Further details will be published in your Canvas site.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
- 2. Design and write HTML webpages, including CSS;
- 3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;

- 4. Understand the fundamentals of file input/output and relational databases; and
- 5. Test software applications in a systematic and efficient way.

Related graduate attributes

1. UC graduates are professional
    - communicate effectively
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - take pride in their professional and personal integrity
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - adopt an informed and balanced approach across professional and international boundaries
    - behave ethically and sustainably in their professional and personal lives
    - communicate effectively in diverse cultural and social settings
    - make creative use of technology in their learning and professional lives
3. UC graduates are lifelong learners
    - adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas

Assignment 2

Due date

Sunday Week 5, 23:30 Hours.

Weighting

16%

Assessment details

This assignment enables students to apply their programming and testing knowledge in a realistic software development application. Assessment details will be posted on the unit website.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
- 2. Design and write HTML webpages, including CSS;

Related graduate attributes

1. UC graduates are professional
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - take pride in their professional and personal integrity
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - adopt an informed and balanced approach across professional and international boundaries
    - behave ethically and sustainably in their professional and personal lives

- understand issues in their profession from the perspective of other cultures

3. UC graduates are lifelong learners
    - adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas
    - reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development

Assignment 3

Due date

Sunday Week 7, 23:30 Hours.

Weighting

16%

Assessment details

This assignment enables students to apply their programming and testing knowledge in a realistic software development application. Assessment details will be posted on the unit website.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
- 2. Design and write HTML webpages, including CSS;
- 3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;
- 4. Understand the fundamentals of file input/output and relational databases; and
- 5. Test software applications in a systematic and efficient way.

Related graduate attributes

1. UC graduates are professional
    - communicate effectively
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - take pride in their professional and personal integrity
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - adopt an informed and balanced approach across professional and international boundaries
    - behave ethically and sustainably in their professional and personal lives
    - communicate effectively in diverse cultural and social settings
    - make creative use of technology in their learning and professional lives
    - understand issues in their profession from the perspective of other cultures

Assignment 4

Due date

Sunday Week 9, 23:30 hours.

Weighting

16%

Assessment details

This assignment gently introduces the student to designing and writing webpages using HTML code and Cascaded Style Sheets. Students are to develop a basic website, which provides information in clear way and links to other pages and websites. Students are to include appropriate images, lists and tables on their pages and CSS functionality.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
- 2. Design and write HTML webpages, including CSS;
- 3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;
- 4. Understand the fundamentals of file input/output and relational databases; and
- 5. Test software applications in a systematic and efficient way.

Related graduate attributes

1. UC graduates are professional
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - communicate effectively in diverse cultural and social settings
    - make creative use of technology in their learning and professional lives
3. UC graduates are lifelong learners
    - adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas
    - evaluate and adopt new technology

Assignment 5

Due date

Sunday Week 11, 23:30 hours.

Weighting

16%

Assessment details

This assignment gently introduces the student to designing and writing webpages using HTML code and Cascaded Style Sheets. Students are to develop a basic website, which provides information in clear way and links to other pages and websites. Students are to include appropriate images, lists and tables on their pages and CSS functionality.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary numbers and Boolean logic);
- 2. Design and write HTML webpages, including CSS;
- 3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;
- 4. Understand the fundamentals of file input/output and relational databases; and
- 5. Test software applications in a systematic and efficient way.

Related graduate attributes

1. UC graduates are professional
    - communicate effectively
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - employ up-to-date and relevant knowledge and skills
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
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3. UC graduates are lifelong learners
    - evaluate and adopt new technology
    - reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development

Assignment 6

Due date

Sunday 15/05/2022 13:00 (Opens Friday 13/05/2022 13:00)

Weighting

16%

Additional information

To be able to pass the unit, you must achieve a minimum of 50% in this assessment as described in section 5b.

Assessment details

This assessment involves practical application of all the knowledge acquired by the student throughout this unit. Specifically, the student will need to submit a proposed solution to a real-life problem using the tools and techniques learnt. That is, the solution may involve programming in a particular language (SQL, HTML, Python), producing GUIs and HTML-based websites, dealing with Boolean logics and associated binary numbers, or applying the concepts of testing and human-computer interaction. The student must follow the Problem-Solving process taught during the lectures.

Addresses learning outcomes

On successful completion of this unit, students will be able to:

- 1. Demonstrate a basic understanding of the theoretical foundations of information technology (including binary

numbers and Boolean logic);

- 2. Design and write HTML webpages, including CSS;
- 3. Demonstrate competency in applying fundamental programming concepts and data structures to create small software applications using a graphical user interface and a variety of controls for user interaction, and employing good programming principles;
- 4. Understand the fundamentals of file input/output and relational databases; and
- 5. Test software applications in a systematic and efficient way.

Related graduate attributes

1. UC graduates are professional
    - communicate effectively
    - display initiative and drive, and use their organisation skills to plan and manage their workload
    - use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems
2. UC graduates are global citizens
    - make creative use of technology in their learning and professional lives
3. UC graduates are lifelong learners
    - adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas
    - evaluate and adopt new technology

Submission of assessment items

Assignments will be submitted electronically through the Unit Website. For the HTML web programming module, this will be the HTML code, CSS file and all other required data files. For the Python programming module, this will be the software code developed by each student using the materials and equipment listed under 4b. Submissions have to be in ZIP format.

It is student's responsibility to be sure that the submitted assignment meets the Assignment Marking criteria, and it is submitted on time. Also, the student must be sure that the files submitted work properly in a computer based on a Windows operating system. No concession will be given if the submitted files are incomplete, wrong, the compressed file does not open, pictures do not load, code points to relative path, and the like.

Extensions

Students can apply for an extension to the submission due date for an assessment item due to extenuating, evidenced circumstances (specific details are found in the Assessment Procedures). An extension must be applied for before the due date. Documentary evidence (e.g. medical certificate) will be expected for an extension to be granted, however this will not guarantee that the application will be successful. The Unit Convener or relevant Program Director/Course Convener will decide whether to grant an extension and the length of the extension.

An Assignment Extension form is available from the Student Forms page.

Late submissions

The following late submission period and penalty is applicable to any teaching period commencing after 1 April 2024.

To support the provision of timely feedback to students within the unit, late penalties will apply for summative assessments where late submission is permitted. Late submissions without an approved extension or reasonable adjustment will result in a penalty of a mark reduction of 10% of the maximum available marks for the assessment item per day (or part thereof) up to and including three calendar days. If a student submits more than three calendar days late without an approved extension or reasonable adjustment, the student will be allocated a mark of zero for that assessment, with no feedback provided.

Approval of extensions based on extenuating circumstances will be dependent upon the production of supporting documentation and at the

discretion of the unit convener.

For teaching periods commencing prior to 1 April 2024, a late penalty of 5 % of the maximum available marks for the assessment item per day (or part thereof) was applied up to and including seven calendar days. An assignment submitted over 7 days late will not be accepted.

Special assessment requirements

The IIT unit uses both formative and summative forms of assessment. Students are required to satisfactorily complete a number of assignments and assessable items. Specifications for the assignments and requirements for satisfactory completion are given on the IIT unit website on Canvas (LearnOnline).

Assignments are meant to be individual work, although talking a problem over with another student or tutor is considered one reasonable way of learning. However, the actual assignment submission must be your own work. Students are expected to familiarise themselves with the University's Student Conduct Rules (http://www.canberra.edu.au/current-students/conduct).

Assignment submissions will be assessed for addressing the specific requirements of each assignment, as stated in the assignment descriptions, as well as for employing good programming principles. All assessment items will receive a numerical mark, which together in their entirety define a student's final grade and mark as outlined in section 5a.

Responsibility for understanding

If there is any doubt with regard to the requirements of any particular assignments or assessment procedure, the onus for clarifying the issue rests with the student who should
contact the unit Convener or tutor. Further, it is the responsibility of students to ensure that they are correctly enrolled in the unit and that the tutor and Student Administration have their correct contact details.

Final Grade and Mark

To obtain a particular grade in this unit it is necessary that there are no outstanding resubmissions at the end of Week 13. All assessment items will receive a numerical mark. The final grade will be determined as a weighted average of the individual assessment items as follows:

Final grade = AIM_test x .05 + Assignment_1 mark x 0.15 + Assignment_2 mark x 0.16 + Assignment_3 mark x 0.16 + Assignment_4 mark x 0.16 + Assignment_5 mark x 0.16 + Final_test mark x 0.16 (note that the marks for each assessment are scaled to 100 before performing this calculation)

To be awarded a particular grade in IIT, students must meet all the requirements listed below. That is, all grades are conditional upon the following minimum requirements:

- submit the Academic Integrity Module (AIM) completion certificate or Badge, and
- minimum 50% in Assignment 6.

In addition, students will receive a grade in any of the assessable components listed in Section 5a ONLY if the Unit Readiness test (that is, the AIM) has been successfully completed. Late penalties will apply even if the student submitted the task on time, but the Unit Readiness Test is pending for completion.

Finally, the following criteria also apply:

Grade	Assignments + Exam
Pass	Minimum 50% of combined weighted marks of all assessment items
Credit	Minimum 65% combined weighted marks of all assessment items

Distinction	Minimum 75% combined weighted score of all assessment item
High Distinction	Minimum 85% combined weighted score of all assessment item

The unit convener reserves the right to question students orally on any of their submitted work, and modify the grade/mark accordingly.

Supplementary assessment

Refer to the Assessment Policy and Assessment Procedures

Academic integrity

Students have a responsibility to uphold University standards on ethical scholarship. Good scholarship involves building on the work of others and use of others' work must be acknowledged with proper attribution made. Cheating, plagiarism, and falsification of data are dishonest practices that contravene academic values. Refer to the University's Student Charter for more information.

To enhance understanding of academic integrity, all students are expected to complete the Academic Integrity Module (AIM) at least once during their course of study. You can access this module within UCLearn (Canvas) through the 'Academic Integrity and Avoiding Plagiarism' link in the Study Help site.

Use of Text-Matching Software

The University of Canberra uses text-matching software to help students and staff reduce plagiarism and improve understanding of academic integrity. The software matches submitted text in student assignments against material from various sources: the internet, published books and journals, and previously submitted student texts.

Student responsibility

Learner engagement

Activities	Hours
Weekly lectures	24
Weekly tutorials/labs	12
Preparation for assessments	48
Weekly study commitments (5 hours/week; 12 times)	66
Total	150

Inclusion and engagement

It is strongly recommended that students who need assistance in undertaking the unit because of disability or an ongoing health condition register with the Inclusion and Engagement Office as soon as possible so that reasonable adjustment arrangements can be made.

Participation requirements

Your participation in all activities will enhance your understanding of the unit content and therefore the quality of your assessment responses. Lack of participation may result in your inability to satisfactorily pass assessment items. Experience has shown that students who do not attend the classes (either online or face to face) will have difficulty in passing the subject.

Withdrawal

If you are planning to withdraw please discuss with your Unit Convener. UC College students must also seek advice from the College.

Required IT skills

Some of the components of this unit involve online meetings in real time using the Virtual Room in your UCLearn teaching site. The Virtual Room allows you to communicate in real time with your lecturer and other students. To participate verbally, rather than just typing, you will need a microphone. For best audio quality we recommend a microphone and speaker headset. For more information and to test your computer, go to the Virtual Room in your UCLearn site and 'Join Course Room'. This will trigger a tutorial to help familiarise you with the functionality of the virtual room.

It is assumed that the student has basic understanding of computers.

In-unit costs

Textbook, 2x USB thumb drives and consumables (using a cloud storage is recommended). The book and e-book are available in the library.

Work integrated learning

Not applicable to this unit.

Additional information

Foundation of Unit

This unit provides an introduction of fundamental technical concepts in the area of information technology as well as an overview of basic programming concepts.

Provision of information to the group

Notifications through the Canvas Announcements Forum or the Canvas Discussion Forums are deemed to be made to the whole class. It is the responsibility of the student to ensure that they check for announcements on the Unit's Canvas website. Students should ensure they check their student email regularly. The Canvas discussion forums will be checked by staff regularly.

Use of student email account

The University Email policy states that "students wishing to contact the University via email regarding administrative or academic matters need to send the email from the University account for identity verification purposes". Therefore all unit enquiries should be emailed using a student university email account. Students should contact servicedesk@canberra.edu.au if they have any issues accessing their university email account.

In all cases of absence, sickness or personal problems it is the student's responsibility to ensure that the unit Convener is informed. The minimum participation requirement must be met in order to pass the unit (regardless of supporting documentation).

Student feedback

All students enrolled in this unit will have opportunities to provide anonymous feedback on the unit through the InterFace Student Experience Questionnaire (ISEQ). The request for your feedback will be posted on your InterFace page at least twice during a teaching period. InterFace can be accessed through MyUC.

Changes to unit based on student feedback

According to previous semester feedback, the content of the unit has been customised to tackle more real-life based problems. Also, the order of the content taught has been changed, and the assignments have been split in more meaningful and easy-to-grasp chunks.

Authority of this unit outline

This unit outline must be read in conjunction with the University of Canberra's Policies and Procedures, including the Assessment Policy and associated Procedure. The Assessment Policy and Assessment Procedure include information on matters such as plagiarism, grade descriptors, moderation, feedback, and deferred exams.

Any change to the information contained in the Academic content and Assessment sections of this document, will only be made by the Unit Convener if the written agreement of the Program Director and a majority of students has been obtained; and if written advice of the change is then provided on the teaching site in UCLearn. If this is not possible, written advice of the change must be then forwarded to each student enrolled in the unit at their registered term address. Any individual student who believes themselves to be disadvantaged by a change is encouraged to discuss the matter with the Unit Convener.

Authority Text

Main

> Exception – Potential changes to a unit's learning activities and assessment items (Approved Academic Board 2020)
>
> In the event of Australian Government and/or ACT Government directive, such as those requiring physical distancing and restrictions on movement because of a pandemic, learning activities and/or assessment items in some units may change. These changes will not be updated in the published Unit Outline but will be communicated to students via the unit's UCLearn (Canvas) teaching site. The new learning activities and/or assessment items will continue to meet the unit's learning outcomes, as described in the Unit Outline.
>
> New learning activities and/or assessment items will be available on the unit's UCLearn (Canvas) teaching site. Please contact the Unit Convener with any questions.

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CRICOS 00212K
TEQSA Provider ID: PRV12003 (Australian University)

UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.