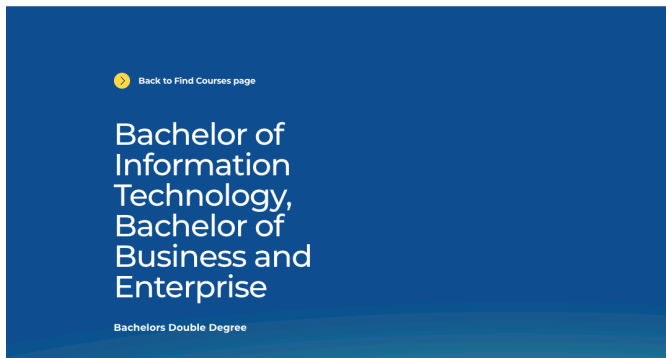


Bachelor of Information Technology / Bachelor of Business and Enterprise



Domestic snapshot

Start Date ?	View in availability	ATAR	70	Course abbreviation ?	BinfTech,BBusEnt
Duration ?	4 years full-time; 8 years part-time	Inherent Requirements	No	Course code	3207200
Location	View in availability	Language Requirements	IELTS Overall Score 6.0	Credit points ?	384
Placements	Yes	Entry Requirements	View full entry requirements	Equivalent units ?	32
				Indicative Fee ?	Commonwealth supported

Overview

Innovation, digital communication and technical abilities are essential skills for business operations in our technology-driven world.

The Bachelor of Information Technology, Bachelor of Business and Enterprise develops these qualities, combining information technology skills with business management principles.

You will gain an understanding of contemporary, responsible business practices, and the critical role technology plays in robust business functions, as well as the technical ability to build infrastructure and systems. You can choose to major in a range of subjects from both information technology and business disciplines. You may also elect to specialise in accounting or financial services.

This double degree is a pathway to multiple career options, from software development to international business, networking and cybersecurity to marketing, data science to entrepreneurship and beyond.

✔ [Access high quality Jpegs of Qualifications](#)

Course Requirements

To be eligible to receive the Bachelor of Information Technology, Bachelor of Business and Enterprise, students must complete the equivalent of 32 units (384 credit points) comprising:

- 1 Business and Enterprise Specialisation in either Accounting or Financial Services (168 credit points),
- 10 Information Technology core units (120 credit points) and
- 1 Information Technology Major (96 credit points).

OR

- [10 Information Technology core units \(120 credit points\)](#),
- [1 Information Technology Major \(96 credit points\)](#),
- [6 Business and Enterprise core units \(72 credit points\)](#) and
- [1 Business and Enterprise Major \(96 credit points\)](#).

Exit Awards

Students may be eligible to exit with a Diploma of Information Technology after completing the equivalent of 8 units (84 credit points), as per the Diploma of Information Technology Schedule of Units.

COURSE STRUCTURE

YEAR 1					
CODE	SUBJECT	TERM	TERM	TERM	POINTS
ISYS1001	Web Development 1	1	5		12
BUSN1004	Starting a Business	1	3	5	12
COMP1002	Foundations of Computing	2			12
COMP1001	Data Communications and Networks	2			12
PROG1001	Programming I	3	5		12
EDUC1001	Language and Learning in your Discipline	1	3	5	12
BUSN1007	The interconnected World	2	4		
ISYS1004	Comtemporany Issues in Information Technology	4			

YEAR 2					
CODE	SUBJECT	TERM	TERM	TERM	POINTS
PROG2007	Programming II	1	4		12
LEGL1003	Introduction to Business Law	2	3	5	12
BUSN1008	Business Practice and Impact	2	4		12
BUSN1006	Solving Wicked Problems	1	3	5	12
ISYS1002	Cybersecurity	3	5		12
ISYS1005	Systems Analysis and Design	4			12
ACCT2007	Finance for Business				
LAWS2021	International Business Law				
MRKT2003	Global Marketing			C	

YEAR 3					
CODE	SUBJECT	TERM	TERM	TERM	POINTS
DATA2001	Database Systems				
BUSN2001	Professional Development in the Workplace				
STAT1001	Statistical Analysis				
INFO2001	Storytelling and Data Visualisation				
PROG2008	Computational Thinking				
INFO2001	Storytelling and Data Visualisation				
BUSN3002	Sustainable Business Management				
BUSN3004	International Business				
BUSN3001	Competitive Strategy				

YEAR 4					
CODE	SUBJECT	TERM	TERM	TERM	POINTS
ISYS2002	Data Wrangling and Advanced Analytics				
ISYS3007	Information Technology Project A				
ISYS3008	Information Technology Project B				
MRKT2007	Digital Marketing Strategies				
BUSN3001	Competitive Strategy				
BUSN3010	Innovation Ecosystems				
MRKT2007	Digital Marketing Strategies				

PROG1001 - Programming 1

Unit of Study PROG1001 Programming I (2024)



Future students:
T: 1800 626 481
E: [Email your enquiry here](#)

Current students:
Contact: [Faculty of Science and Engineering](#)

Students studying at an education collaboration:
Please contact your relevant institution

Unit Snapshot

Unit type	UG Coursework Unit
Credit points	12
Faculty & College	Faculty of Science and Engineering
Placement	No

Unit content

1. Introduction to Programming
2. Writing Programs
3. More about Methods
4. Object Interaction
5. Decisions
6. Constructors and Overloading

1. Introduction to programming
2. Writing Programs
3. More about Methods
4. Object interaction
5. Decisions
6. Construction and Overloading

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

install and use a programming environment to build simple object-oriented programs

explain the behaviour of simple programs involving the fundamental programming constructs

use and create programming classes and methods using accepted best practice

refactor code to make code more readable and well-formed

1. Install and use a programming environment to build simple object-oriented programs
2. Explain the behaviour of simple programs involving the fundamental programming constructs
3. Use and create programming classes and methods using accept best practice
4. Refactor code to make code more readable and well-informed

Learning Outcomes and Graduate Attributes

GA1: Intellectual rigour

Apply specialised knowledge and skills appropriate to a specified IT professional role to solve a range of specific problems.
Critically evaluate and apply practical and responsible business and enterprise solutions from a range of related disciplines to both inform and justify critical decisions.

GA2: Creativity

Apply broad theoretical and technical core ICT knowledge and skills to solve a range of practical problems.
Apply knowledge and skills creatively in devising innovative, effective and responsible solutions to challenges related to a business or enterprise.

GA3: Ethical practice

Model well-developed socially-responsible and ethical behaviour that demonstrates awareness of social and cultural inequalities that may arise in the performance of professional IT tasks.
Develop and apply recognised ethical frameworks to influence responsible business behaviours within an organisational context.

GA4: Knowledge of a discipline

Apply broad theoretical and technical core ICT knowledge and skills to solve a range of practical problems.
Apply specialised knowledge and skills appropriate to a specified IT professional role to solve a range of specific problems.
Demonstrate and apply in-depth and responsible discipline-specific knowledge and skills within a local, regional and global perspective.

GA5: Lifelong learning

Reflect on, assess and self-regulate own learning capabilities and performance to develop skills for ongoing professional development.
Demonstrate autonomy, responsibility and accountability for ongoing learning in business and enterprise settings.

GA6: Communication and social skills

Apply academic and technical communication skills to clearly and coherently present relevant knowledge and ideas in a variety of mediums to other ICT professionals, clients, users, the public and other stakeholders.

Prepare and deliver, individually and/or in a team, well developed and justified discipline-specific advice through both written and oral communication.

Investigate and identify a broad range of responsible leadership practices in the management of people and self.

GA7: Cultural competence

Demonstrate the ability to effectively participate in and reflect upon self and team activities in achieving a common ICT goal.

Demonstrate responsible cultural competence in local, national, and international settings as applied in business and social situations.

Model well-developed socially-responsible and ethical behaviour that demonstrates awareness of social and cultural inequalities that may arise in the performance of professional IT tasks.

COMPT1002 - Foundations of Computing

Unit of Study COMP1002 Foundations of Computing (2024)

Future students:
T: 1800 626 481
E: [Email your enquiry here](#)

Current students:
Contact: [Faculty of Science and Engineering](#)

Students studying at an education collaboration:
Please contact your relevant institution

Unit Snapshot

Unit type	UG Coursework Unit
Credit points	12
Faculty & College	Faculty of Science and Engineering
Placement	No

Unit description

Provides an introduction to the IT industry and interactive exposure to personal computers, hardware, and operating systems. Students participate in hands-on activities and virtual lab-based learning to become familiar with various hardware and software components and discover best practices in maintenance and safety.

Unit content

- 1. Hardware
- 2. Networks
- 3. Preventative maintenance and other hardware
- 4. Cloud and printers
- 5. Other operating systems
- 6. Security, safety and ethical issues

1. Hardware

2. Networks

3. Preventative Maintenance and other issues

4. Cloud and Printers

5. Other operating systems

6. Security, safety and ethical issues

Availabilities

Location	Domestic	International
China - Guangxi UST	N/A	Term 2
Gold Coast	Term 2	Term 2
Melbourne	N/A	Term 2
Online	Term 2	N/A
Papua New Guinea - IBSU Port Moresby	N/A	Term 2
Perth	N/A	Term 2
Sydney	N/A	Term 2

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

install and configure hardware, software and networks for computers and mobile devices

analyse and troubleshoot common issues affecting computers, mobile computing, software and other devices

identify security, safety and environmental issues related to information and communication technologies

1. Install and configure hardware, software and networks for computers and mobile devices
2. Analyse and troubleshoot common issues affecting computers, mobile computing, software and other devices
3. Identify security, safety and environmental issues related to Information and Communication Technologies

BUSN1004 - Starting a Business

[Back to unit search](#)

Unit of Study BUSN1004 Starting a Business (2024)

[Future students:](#)
T: 1800 626 481
E: [Email your enquiry here](#)

[Current students:](#)
Contact: [Faculty of Business, Law and Arts](#)

[Students studying at an education collaboration:](#)
Please contact your relevant institution

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Unit Snapshot

Unit type	UG Coursework Unit
Credit points	12
Faculty & College	Faculty of Business, Law and Arts
Placement	No

Unit description

Covers the fundamentals of starting a business from scratch, building and sustaining that business, and continually renewing and refreshing the business.

Unit content

Module 1: Business start-up: A strategic focus

Module 2: Customer-focusing the business: A marketing focus

Module 3: Get the right people: A people focus

Module 4: Manage your money: A financial focus

Module 5: Sustaining the business: A responsible business focus

Module 6: Making it all happen: A technology focus

Unit description

Covers the fundamentals of starting a business from scratch, building and sustaining that business, and continually renewing and refreshing the business.

Unit content

- Module 1: Business start-up: A strategic focus
- Module 2: Customer-focusing the business: A marketing focus
- Module 3: Get the right people: A people focus
- Module 4: Manage your money: A financial focus
- Module 5: Sustaining the business: A responsible business focus
- Module 6: Making it all happen: A technology focus

Availabilities

Location	Domestic	International
Gold Coast	Term 1, 3, 5	Term 1, 3, 5
Melbourne	N/A	Term 1, 3, 5
Online	Term 1, 3, 5	Term 1
Papua New Guinea - IBSU Port Moresby	N/A	Term 1, 3
Perth	N/A	Term 1, 3, 5
Sydney	N/A	Term 1, 3, 5

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

demonstrate a critical understanding of building business case and strategic plan for a new business

demonstrate an ability to develop financial models and balance sheets

describe the role of communication, data and information systems in starting a business

Module 1: Business start-up: A strategic focus

Module 2: Customer focusing the business: A Marketing Focus

Module 4: Get the right people: A people focus

Module 5: Sustaining the business: A Responsible focus

Module 6: Making it all happen: A technology Focus

BUSN1007 - The Interconnected World

Unit of Study BUSN1007 The Interconnected World (2024)

Future students:
T: 1800 626 481
E: [Email your enquiry here](#)

Current students:
Contact: [Faculty of Business, Law and Arts](#)

Students studying at an education collaboration:
Please contact your relevant institution

Unit Snapshot

Unit type	UG Coursework Unit
Credit points	12
Faculty & College	Faculty of Business, Law and Arts
Placement	No

Unit description

This unit introduces students to the existence of other ways of thinking and being outside their own experience of the world through their culture, environment, and politics. By utilising teaching and learning techniques of collaboration, curiosity, negotiation, communication, and critical thinking, students will work together to explore, understand, and reconsider the global business world in which we transact.

Unit content

1. Cultural norms and awareness
2. Different national and cultural business systems
3. Global economics
4. Global geo-political influences on businesses
5. Global supply chains
6. Global sustainability systems

Availabilities

Location	Domestic	International
Gold Coast	Summer Term Term 2, 4	Summer Term Term 2, 4
Melbourne	N/A	Summer Term Term 2, 4
Online	Summer Term Term 2, 4	Summer Term Term 2, 4
Papua New Guinea - IBSU Port Moresby	N/A	Term 2, 4
Perth	N/A	Summer Term Term 2, 4
Sydney	N/A	Summer Term Term 2, 4

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

discover new perspectives on global business systems

demonstrate an understanding of critical appraisal and self-reflection

apply problem solving skills collaboratively to multi-faceted issues.

1. Discover new perspectives on global business systems
2. Demonstrate an understanding of critical appraisal and self-reflection
3. Apply problem solving skills collaboratively to multi faceted issues.

UNIT CONTENT

1. Cultural norms and awareness

2. Different national and cultural business systems
3. Global economics
4. Global Geo-political influence on businesses
5. Global supply chains
6. Global sustainability systems

Online (Term)

Teaching method

Workshop 1 hour (Weekly)

Tutorial 2 hours (Weekly)

Assessment

Reflective writing	60%
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Presentation	40%
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EDUC1001 - Language and learning in your discipline

Unit of Study
EDUC1001
Language and
Learning in your
Discipline (2024)

Future students:
T: 1800 626 481
E: [Email your enquiry here](#)

Current students:
Contact: [SCU College](#)

Students studying at an education collaboration:
Please contact your relevant institution

Unit Snapshot

Unit type	UG Coursework Unit
Credit points	12
Faculty & College	SCU College
Placement	No

Unit description

Introduces students to learning skills for university study, communication skills, and reading and writing conventions within university discipline focused study. Students will develop understanding of, and skills in, digital literacies within SCU environment, a variety of academic writing genres relevant to their discipline of study, and principles and application of academic integrity.

Unit content

Introduction to academic and learning skills

Principles of academic Integrity

Critical reading

Academic writing

1. Introduction to academic and learning skills
2. Principals of academic integrity

3. Critical reading

4. Academic writing

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

apply independent learning and self-management strategies to your studies.

produce academic writing with relevant content to your discipline.

apply principles of academic integrity to individual work.

1. Apply independent learning and self-management strategies in your strategies

2. Produce academic writing with relevant content to your discipline

3. Apply principals of academic integrity to individual work

ISYS 1004 - Contemporary Issues in Information Technology

Unit of Study
ISYS1004 -
Contemporary
Issues in
Information
Technology (2025)

Unit Snapshot

Unit type	UG Coursework Unit	Enrolment information	N/A
Credit points	12		
Faculty/College	Faculty of Science and Engineering		
Placement	No		

Unit description

Creating and using Information and Communication Technology (ICT) applications needs consideration of social, ethical and legal factors. This unit focuses on issues associated with human impact, ethics, regulation, privacy, law, equity, access and cultural and indigenous issues which influence and affect the Information and Communication Technology industries. Examples are discussed.

Unit content

1. Ethics/Cyberethics and critical thinking
2. Ethical aspects of digital divide, equity, access, indigenous culture and cyberculture
3. Professional ethics in ICT
4. ICT in all aspects of life
5. Issues caused by ICT
6. Regulation of inappropriate content within ICT

1. Ethics / Cyber-ethics in ICT
2. Ethical aspects of digital divide, equity, access, indigenous culture and cyberculture.
3. Professional ethics in ICT
4. ICT in all aspects of life
5. Issues caused by ICT
6. Regulation of inappropriate content within ICT

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

discuss the impact of Information and Communication Technologies upon society

illustrate indigenous culture and cyberculture ethical issues associated with Information and Communication Technology

explain the ethical requirements for professionals in the area of Information and Communication Technology

discuss the role of society and governments in legislating and regulating the use of Information and Communication Technologies

1. Discuss the impact of information and Communication Technologies upon society
2. Illustrate indigenous culture and cyberculture ethical issues associated with Information and Communication Technology
3. Explain the ethical requirements for professionals in the area of Information Communication Technology
4. Discuss the role of society and governments in legislating and regulating the use of Information and Communication Technologies

<https://youtu.be/M-X6pPy0J6I?si=eW1hFaZbLgNH2axA>

ISYS1001 - Web Development 1

Unit of Study ISYS1001 - Web Development I (2025)

Unit Snapshot

Unit type	UG Coursework Unit	Enrolment information	N/A
Credit points	12		
Faculty/College	Faculty of Science and Engineering		
Placement	No		

Unit description

Provides students with an introduction to website development from design to implementation. Students will be introduced to the use of media resources, applying common structures and integrating text, graphics, audio, and animation. Web and accessibility standards will be applied to web page development and copyright, privacy, ethical and cultural issues reviewed.

Unit content

1. The structure of a website
2. Webpage Design
3. Translating styles into code
4. Styling with CSS
5. Content Management Systems
6. Website developer professionalism

Availabilities

Location	Domestic	International
China - Guangxi UST	N/A	Term 1
Gold Coast	Term 1, 5	Term 1, 5
Melbourne	N/A	Term 1, 5
Online	Term 1, 5	N/A
Papua New Guinea - IBSU Port Moresby	N/A	Term 1, 5
Perth	N/A	Term 1, 5
Sydney	N/A	Term 1, 5

Learning outcomes

Unit Learning Outcomes express learning achievement in terms of what a student should know, understand and be able to do on completion of a unit. These outcomes are aligned with the **graduate attributes**. The unit **learning outcomes and graduate attributes** are also the basis of evaluating prior learning.

On completion of this unit, students should be able to:

identify the components of, and use markup languages for web development

apply written communication skills to a website

demonstrate the ability to plan and develop efficient and usable websites

explain and interpret ethical, accessibility and professional issues related to web development

1. The Structure of a Website
2. Website Design
3. Translating styles into code
4. Styling with CSS

<https://youtu.be/OEV8gMkCHXQ?si=ITGtmVhra4aDBwZo>

5. Content Management Systems
6. Website Development Professionalism

