NATIONAL TRAINING PACKAGE - BLOCK CREDIT AGREEMENT

Form Category	Academic
Document Owner	Director of Academic Services
Related Documents	Credit Policy

Agreement

On successful completion of the specified qualification detailed below, a student will be guaranteed entry to Master of Information Technology (Advanced) with advanced standing granted through Block Credit worth 40 credit points.

Entry pathway course	Graduate Certificate of UX and Web Design (Torrens University)	
Completion date range	Within the last 10 years	
Superseded course inclusions	NA	
Destination course	MITA	Master of Information Technology (Advanced)
Block credit guaranteed	10 credit points at 400 level, 20 credit points at 500 level and 10 credit points at 600 level	
Remaining credit points	120 credit points	
	DID602A	User Experience Design
	GEC501	General Elective Credit at AQF level 8
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	SDM404	Software Development Management
Subjects required for completion of destination course	**Core**	**120 Credit Points**
	MIS501	Principles of Programming
	SBD403	Secure by Design
	SEP401	Software Engineering Principles
	MIS605	Systems Analysis and Design
	CCF501	Cloud Computing Fundamentals
	ISY503	Intelligence Systems
	REM502	Research Methodologies
	ITW601	Information Technology - Work Integrated Learning (20 credit points)
	ITA602	Advanced Information Technology - Work Integrated Learning (30 credit points)

Authorised by (Associate Dean)	Robyn Latimer
Responsible Officer (Program Director)	Tony Jan
Date of agreement	20/09/2022
Duration of agreement	This arrangement will remain in effect for the duration of the destination course accreditation, unless withdrawn by the Vertical Learning and Teaching Committee.

Course mapping information

MITA subject	GCUX subjects	Comment
DID602A User Experience Design This subject develops conceptual and practical knowledge and skills in experience design for interactive and online media. Students will use common experience design research methods to analyse audience and content requirements. Students will work through concept development, prototyping, validation and testing phases to improve and refine a user experience design in relation to the requirements of a specific client brief. Throughout students will develop their knowledge and skillset in terms of creating usable and user- centred interactive design experiences.	DID602A User Experience Design This subject develops conceptual and practical knowledge and skills in experience design for interactive and online media. Students will use common experience design research methods to analyse audience and content requirements. Students will work through concept development, prototyping, validation and testing phases to improve and refine a user experience design in relation to the requirements of a specific client brief. Throughout students will develop their knowledge and skillset in terms of creating usable and user- centred interactive design experiences.	Same subject
GEC501 General Elective Credit at AQF level 8	DID600A Interface Development This subject introduces the practical and conceptual skills and knowledge required to design and produce online user interfaces. Students learn how to use compliant standards-based markup and scripting language to develop interfaces. The subject covers concept development, prototyping, development, testing and troubleshooting concepts and techniques typical to interface development. Students also learn how to produce animated elements suitable for online interactive media.	Relevant AQF level 8 subject
GEC502 General Elective Credit at AQF level 8	DID601A User Experience Management and Systems This subject covers the use and customization of content and technology systems for the delivery of online content. Students learn how to generate flexible design solutions to present and manage complex and variable content. The subject introduces online content management systems and specialist development tools, and students will learn how to use and customize these systems and tools to meet specific design and project requirements. Students will also learn about hosting platforms, performance measurement and metrics systems for online content.	Relevant AQF level 8 subject
SDM404 Software Development Management In this subject the students are introduced to the main project management principles and modern software project management practices. During the subject, the different methods for managing and optimising the software development process are discussed along with the different techniques for performing each phase of the software development life cycle.	DID603A Multi-Platform Experience Design This subject covers the scoping, planning, design and delivery of a continuous multi-platform user experience design project. As part of this project, students will develop and integrate promotional and social media strategy. The subject explores agile and iterative design and project management methodologies, and the use of scenario/story-based analysis to inform the design and development of interactive features. The subject also develops and extends students' skillset in terms of usability testing and validation processes.	Relevant subjects both of which address agile and iterative project methodologies and software development life cycle.