Bachelor of Computer Science

You will gain the practical skills and theoretical knowledge to build innovative software applications, such as those that drive iPads, Facebook, intelligent robots and more.

You will graduate with excellent programming skills and be capable of designing, implementing and maintaining complex software systems.

You can specialise from a range of areas within computer science including:

- cloud computing
- big data
- mobile computing
- application programming
- games, graphics and digital media
- security
- web systems
- artificial intelligence

Graduates find work across a wide range of industries as part of software and IT teams, work for tech startups, limited companies, or start their own business.

Industry connections
In your final semester you’ll undertake a work-integrated learning project. This project may be real or simulated, where you will apply your skills in large-scale software application development. Many students tackle real-world problems for their projects, with the close involvement and supervision of industry partners.

Career outlook
Graduates are in a strong position to gain employment as computing professionals in a number of fields such as:

- software development
- system architecture
- business and system analysis
- database development and administration
- network and system administration
- testing and quality assurance
- project management
- research

Graduates typically work for commercial organisations, software development companies, government departments and large computer organisations.

Professional recognition
This program is accredited at the professional level by the Australian Computer Society (ACS).

The ACS has reciprocal membership agreements worldwide. ASC Certified Professional status gives you global recognition.

Pathways
If you have completed the first year of the Bachelor of Computer Science program or an equivalent program with a grade point average (GPA) of at least 3.5 out of 4.0, you will be eligible to apply for transfer into the second year of the Bachelor of Science (Dean’s Scholar, Computer Science) (Honours) program.
Program structure

You can specialise in the following areas:
- cloud computing
- big data
- mobile computing
- application programming
- security
- web systems
- games, graphics and digital media
- artificial intelligence

You can also study a combination of computer science electives, instead of undertaking major study.

### Computer science elective examples:
- Interactive 3D Graphics and Animation
- iPhone Software Engineering
- Secure Electronic Commerce
- Database Applications
- Machine Learning
- Mobile Application Development
- Programming Internet of Things
- Web Database Applications
- Web Development Technologies

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<th>Year 1</th>
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<th>Programming Techniques</th>
<th>Intro to Computer Systems and Platform Technologies</th>
<th>Discrete Structures in Computing</th>
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<td>Year 3</td>
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<td>Programming Project 1</td>
<td>Cloud Computing</td>
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Please note: This is an example of the program structure. Courses may change and may not be available each semester.