Bachelor of Computing degree outcomes
A graduate of a Bachelor of Computing should be able to contribute to meeting the computing (ICT) needs of individuals, organisations and the wider community. The graduate should be able to:

1. demonstrate foundational computing knowledge of: programming, algorithms & data structures; systems and applications; historical and current trends
2. apply knowledge of computing principles and technical skills to develop and maintain solutions by: using abstraction and computational thinking; evaluating strengths and weaknesses of potential solutions; creating artefacts using a variety of techniques and tools; selecting and following a recognised software development methodology; adapting existing and emerging computing technologies
3. act professionally by: communicating in different modes to diverse audiences; adhering to professional and ethical codes of conduct; working independently and collaborating in diverse teams; considering economic, social, legal, and ethical consequences

Bachelor of Information Systems degree outcomes
At the end of this course, you should be able to enhance the performance of organisations, including business, government and community groups, by:

1. applying business, project management and technical ICT knowledge to: interpret and critically analyse organisational needs in different business contexts; identify, frame and structure organisational problems; use systems analysis techniques and tools to analyse and model business processes & information requirements; contribute to the formulation of an organisational information systems strategy
2. designing, implementing and evaluating ICT-enabled solutions by: researching and developing alternative strategies considering their associated benefits, risks, limitations and opportunities taking account of societal, health, safety, legal, and cultural issues; sourcing chosen solutions and managing change associated with the implementation; reviewing and assessing the effectiveness of implemented solutions
3. acting professionally within local and global contexts by: communicating in different modes to diverse audiences including clients, peers, and other professionals; adhering to professional and ethical codes of conduct; working independently and collaborating in diverse teams to achieve goals

What is a combined degree?
It’s two degrees for just one extra year of study! It usually takes six or seven years if you studied each degree separately. However, if you choose your units carefully to ensure all the core or compulsory units are completed for each degree, you will be awarded the equivalent of two degrees after four or five years of study. Computing and Information Systems are also each offered as combined degrees with:

- Bachelor of Arts
- Bachelor of Business
- Bachelor of Economics
- Bachelor of Laws
- Bachelor of Science
Are there advantages in having a combined degree?

Plenty! As the work environment becomes more technology-driven, it makes sense to be able to manage this technology and understand its implications. The successful people will be those who can keep up the pace with developments and use them to their advantage.

With just one or two years extra study, you gain the equivalent of two Bachelors degrees in two specialty areas. Think how this will enhance your employment prospects! Your thorough knowledge of computing technology will enable you to develop and implement ideas in your chosen field.

What are the entry requirements?

This combined degree is available on the Hobart and Launceston campuses. Minimum university entry requirements must be met but it is not necessary to have previously studied computing or IS.

Bachelor of Computing Majors

The Bachelor of Computing has 3 majors, and each major has a set of accompanying minors and degree electives that the students can choose from. The majors are:

- Computing (Hobart and Launceston) - software development and systems management.
- Games Technology (Hobart only) - software engineering with a games orientation, provides a thorough understanding of the theory, design and programming techniques required for producing computer games and simulation.
- Human Interface Technology (Launceston only) - provides a thorough understanding of visualisation, simulation and VR and AR technologies.

This is the way it works

For the Bachelor of Computing, students must choose one of the three majors (above), and must also choose a minor and four degree electives. Please refer to the Bachelor of Computing brochure for details of the minors available.

For the Bachelor of Information Systems, students must enrol in the major and minor, and choose four degree electives.

Here is a sample programme using the Computing major

<table>
<thead>
<tr>
<th>Year</th>
<th>Bachelor of Computing</th>
<th>Bachelor of Information Systems</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Programming and Problem Solving Programming with Data Structures 2 x introductory minor units</td>
<td>Business Information Systems Accounting &amp; Financial Decision Making Introduction to Management Data Management</td>
</tr>
<tr>
<td>2</td>
<td>Algorithms ICT Project Management 2 x introductory Computing degree electives</td>
<td>Requirements Analysis &amp; Modelling Business &amp; Information Analysis ICT Project Management Systems Acquisition &amp; Implementation Mgt</td>
</tr>
<tr>
<td>3</td>
<td>2 x intermediate/advanced Computing degree electives 2 x intermediate minor units</td>
<td>4 x IS degree electives</td>
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Contacts

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