

# Bachelor of Computer Graphics

Note: There will be no further intake into this program

These Program Rules should be read in conjunction with the University's policies (<http://www.adelaide.edu.au/policies>).

## 1 Duration of program

The program of study for the Bachelor degree shall extend over three years of full-time study or the equivalent part-time study.

## 2 Assessment and examinations

- 2.1 A candidate shall not be eligible to attend for examination unless the prescribed work has been completed to the satisfaction of the teaching staff concerned.
- 2.2 In determining a candidate's final result in a course (or part of a course) the examiners may take into account oral, written, practical and other work, provided that the candidate has been given adequate notice at the commencement of the teaching of the course of the way in which such work will be taken into account and of its relative importance in the final result.
- 2.3 There shall be four classifications of pass in the final assessment of any course for the Bachelor degree, as follows: Pass with High Distinction, Pass with Distinction, Pass with Credit, Pass.
- 2.4 A candidate who fails a course for the Bachelor degree and who desires to take that course again shall, unless exempted wholly or partially therefrom by the Faculty concerned, again complete the required work in that course to the satisfaction of the teaching staff concerned.
- 2.5 A candidate who has twice failed any course for the Bachelor degree may not enrol for that course again or for any other course which in the opinion of the Faculty contains a substantial amount of the same material, except by permission of the Faculty and then only under such conditions as the Faculty may prescribe.

## 3 Qualification requirements

### 3.1 General: Bachelor of Computer Graphics

- 3.1.1 The program of study for the degree of Bachelor of Computer Graphics shall extend over three years of full time study or equivalent.
- 3.1.2 To qualify for the Bachelor degree a candidate shall present passes in courses from 3.2 to the value of at least 72 units including:
  - a at least 24 units for Level I courses
  - b at least 18 units for Level II courses
  - c at least 24 units for Level III courses
  - d at least 45 units for Level II and Level III courses.

### 3.1.3 The courses presented must include:

- a MATHS 3015 Communication Skills III ..... 3
- b At least one of the following:
  - MATHS 1008 Mathematics for Information Technology I ..... 3
  - MATHS 1012 Mathematics IB ..... 3
- c At least 9 units of Level I Computer Science courses with at least 6 units at the level of Pass or higher
- d At least 12 units of Level III Computer Science courses
- e The Computer Science courses must include:
  - COMP SCI 1102 Object Oriented Programming ..... 3
  - COMP SCI 1103 Algorithm Design & Data Structures ..... 3
  - COMP SCI 2000 Computer Systems ..... 3
  - COMP SCI 2005 Systems Programming in C & C++ ..... 3
  - COMP SCI 2006 Introduction to Software Engineering ..... 3
  - COMP SCI 2201 Algorithm and Data Structure Analysis ..... 3
  - COMP SCI 3006 Software Engineering & Project ..... 3
  - COMP SCI 3007 Artificial Intelligence ..... 3
  - COMP SCI 3013 Event Driven Computing ..... 3
  - COMP SCI 3014 Computer Graphics ..... 3

**Note (not forming part of the Academic Program Rules)**

A graduate who qualifies for the Bachelor of Computer Graphics will be considered to have qualified for a major in Computer Science.

The core course DEST 2506 Digital Media II will not be offered from 2012. In lieu of DEST 2506 Digital Media II, students may present:

- a COMP SCI 2003 Topics in Computer Graphics or
- b two additional Level II elective courses

The core course DEST 3031 Digital Media Studio will not be offered from 2011. In lieu of DEST 3031 Digital Media Studio, students may present:

- a COMP SCI 3019 Topics in Computer Graphics or
- b two additional Level III elective courses

3.1.4 A graduate who wishes to qualify for the degree of Bachelor of Computer Graphics and to count towards that degree courses which have already been presented for another award may do so providing such a candidate *either*

- a presents a range of courses which fulfils the requirements of 3.1.2 and 3.1.3 above. The courses presented must include Level II and Level III courses from 3.2 below to the value of at least 24 units, which have not been presented for any other degree. At least 18 units of the new courses must be at Level III

*or*

- b presents a range of courses as determined by the Faculty in accordance with any formal articulation programs approved by the Faculty

3.1.5 No candidate will be permitted to count for the degree any course together with any other course that, in the opinion of the Faculty, contains a substantial amount of the same material; and no course may be counted twice towards the same degree. No candidate may present the same section of a course in more than one course for the degree.

3.1.6 Students who have completed at another institution part of the equivalent of the requirements for the Adelaide degree of Bachelor of Computer Graphics will be required as a minimum to complete Level III courses from 3.2 with an aggregate unit value of 24 satisfying the requirements of 3.1.3.

3.1.7 With special permission of the Faculty, a student who has completed most of the courses for the degree of Bachelor of Computer Graphics at the University of Adelaide including Level III Computer Science courses with an aggregate unit value of 12 may be permitted to complete the requirements for the degree at another institution. All applications must be made in writing to the Faculty.

### 3.2 Program of study for the degree of Bachelor of Computer Graphics

Note: Students are advised that some courses are either unrepresentable or cannot be counted with other courses towards the degree of Bachelor of Computer Graphics. Students are advised to check their chosen electives with the Faculty Program Adviser.

Notwithstanding the Academic Program Rules and syllabuses published in this volume, a number of the courses listed in the program leading to the degree of Bachelor of Computer Graphics may not be offered. The availability of all courses is conditional upon the availability of staff and facilities.

#### 3.2.1 Level I

Courses offered at Level I towards a degree program at the University of Adelaide and approved by the Faculty Program Adviser.

#### 3.2.2 Level II

Courses offered at Level II towards a degree program at the University of Adelaide and approved by the Faculty Program Adviser.

#### 3.2.3 Level III

Courses offered at Level III towards a degree program at the University of Adelaide and approved by the Faculty Program Adviser.

### 3.3 Graduation

Subject to Chapter 89 of the Statutes, candidates who have satisfied the requirements for any award of the University shall be admitted to that award.

## 4 Special circumstances

When in the opinion of the relevant Faculty special circumstances exist, the Council, on the recommendation of the Faculty in each case, may vary any of the provisions of the Academic Program Rules for any particular award.