

UNDERGRADUATE
PROGRAMS



THE UNIVERSITY
of ADELAIDE

2012

COMPUTER SCIENCE,
SOFTWARE ENGINEERING AND
INFORMATION TECHNOLOGY



COMPUTER SCIENCE

Computer Science at the University of Adelaide has an excellent reputation for research, teaching and the quality of its graduates.

From the car you drive to the movies you watch, from the phone you use to the games you play, computer science makes technology tick. But computer science is about more than just the latest gadget. Every day, computer scientists are working on software that pushes the limits of human endeavour in areas such as disease treatment, weather prediction, the Internet, international finance and even space exploration.

Computer science is the discipline of writing software or 'code' that makes the many and diverse technological systems we now rely on possible. Studying Computer Science at The University of Adelaide therefore provides you with a unique insight into these systems, and the knowledge and ability to change and improve them, or even to create something completely new!

What you do with the skills you learn is up to you: with such a wide range of tasks now reliant on computer science, software engineering and information technology, Computer Science graduates are well placed to contribute to almost any field they choose.

The University of Adelaide offers three undergraduate programs where you can study Computer Science, Software Engineering and Information Technology:

- Bachelor of Computer Graphics
- Bachelor of Computer Science
- Bachelor of Engineering (Software Engineering)*.

**Please refer to the Engineering program information leaflet or visit www.adelaide.edu.au/programfinder/ug/eng for more information.*

Why study Computer Science at the University of Adelaide?

Our degrees have been developed in collaboration with industry partners, including Saab Technologies Australia, Motorola, Rising Sun Pictures, IBM and Google, and are designed to produce professionals that meet the needs of both local and international industry leaders.

Courses are taught by expert staff who also conduct research at the leading edge of computer science in areas such as artificial intelligence, computer graphics and computer networking. A supportive, well-resourced environment is provided for students, with award-winning educators and learning centres dedicated to assisting first year students.

The School of Computer Science also provides state-of-the-art computer facilities for student use. These facilities are regularly updated and equipped with the latest software used in industry, including specialist labs for networking analysis, computer graphics and software engineering.

Our Computer Science students are part of an active community and regularly take part in competitions such as the ACM Programming Contest, in which the school has a history of success. Extra-curricular clubs provide support and assistance to students, run group projects in areas such as game development, and offer a program of invited talks from industry and senior students on advanced topics and a range of social events.

GET IN WITH ADELAIDE APPROVED

A wide range of University of Adelaide programs now have a preset entry score known as the Adelaide Approved Score, instead of a cut-off that varies each year.

All Engineering programs are Adelaide Approved—meet the prerequisites, achieve an 80 ATAR (including bonus points if eligible) or above and you're in (and we'll provide a great alternative if your first preference is oversubscribed).

It's simple, straightforward and takes the stress out of uni entry. For more details visit www.whatsyourpreference.com

Get the score...
you're in the door!



Career pathways

Within the Computer Graphics, Computer Science and Bachelor of Engineering (Software) programs, students will be able to tailor their program to guide them to a particular career. Some of the options available are as follows.

Computer Graphics

As computing becomes a more visual medium, the demand for computer scientists with skills in the areas of computer vision, graphics, networking and broadband telecommunications increases. With the right choice of computer science courses and electives, students will be well prepared for a rewarding career in this area.

Database and Information Systems Management

This is an increasingly important aspect of information technology, as practically all industries, organisations, and governments need large volumes of data to be correctly stored and interpreted. It is recommended that students thinking about this type of career also undertake electives from the discipline of statistics.

Network Management

Have you ever been frustrated by a slow download or a shaky video link? Graduates in this area focus on the technical aspects of the design and implementation of data communications networks and network applications, including security and robustness. Choosing courses specifically focused on network issues will assist students to follow this career path.

Software Engineering

This is an essential discipline for anyone aiming to write reliable software for complex systems. Courses include group projects tackling real-world problems and cover the creation of software from its conception to delivery.

WANT TO KNOW MORE?

Visit us on Open Day, Sunday 21 August 2011

Find out more about what you can study at our September and December information sessions
www.adelaide.edu.au/infonight

Professional accreditation

The Bachelor of Computer Graphics, Bachelor of Computer Science and the Bachelor of Engineering (Software) programs are accredited by the Australian Computer Society (ACS). The Bachelor of Engineering (Software) is also accredited by Engineers Australia.

These programs are designed to provide a professional qualification in computing and information technology. They also provide the necessary academic requirements for membership of the Institute of Electrical and Electronic Engineers (IEEE) and the American-based Association for Computing Machinery (ACM).

Honours study

An Honours degree allows you to deepen your understanding of your chosen specialisation in Computer Graphics, Computer Science or Software Engineering. Honours is a one-year program of full-time study after you have completed your Bachelor program, and combines coursework study with a project undertaken with one of the research groups within the School of Computer Science. In the Bachelor of Engineering (Software), Honours-level study is undertaken as part of the fourth year of the program.

An Honours degree is the normal prerequisite for entry to a higher degree by research at the Masters or Doctor of Philosophy level, and is also preferred by many employers as it demonstrates greater knowledge in your discipline and a commitment to further learning.

Student study commitment

To successfully complete courses, students will need to allocate an appropriate time commitment to their study. In addition to formal contact hours — the time required for each course (e.g. lectures, tutorials, practicals) — students will need to allocate non-contact time for a range of activities including assignments, reading, researching, note-taking, revision, writing, consultation with staff, and informal discussion with other students. While the relative proportion of contact and non-contact time may vary from course to course, as a guide, a full-time student can expect to spend, on average, a total of 48 hours per week on their studies during teaching periods. The full-time workload for undergraduate programs is 24 units per year.

Concurrent degrees

Computer Science can be combined with any one of: Arts, Commerce, Economics, Engineering, Finance or Science. Students enrolled in the Bachelor of Computer Science may apply through SATAC for entry to their other chosen degree in the following year. Further information is available from the Faculty of Engineering, Computer and Mathematical Sciences.

A Bachelor of Innovation and Entrepreneurship can be taken as a concurrent degree. Refer to page 7 for details.

BACHELOR OF COMPUTER GRAPHICS

SATAC code: 324541

Duration: 3 years full-time

2011 ATAR: 71.70

2011 IB: 25

Prerequisites: SACE Stage 2: Mathematical Studies. IB: Mathematics (SL grade 4/HL grade 3)

Why study the Bachelor of Computer Graphics?

The Bachelor of Computer Graphics is suitable for students interested in developing interactive, visual software. The program covers computer science aspects of modern graphics technology, software engineering principles and practice, and the use of industry standard modelling and animation packages. Graduates are well prepared for technical careers in worldwide fields as diverse as computer game development, defence, film post production, science, engineering and medical visualisation.

This program provides foundational studies in computer science and mathematics, followed by advanced work in more specialised areas of computer science and computer graphics. Other courses covered are in core computer science and mathematics, modelling and animation, graphics related programming, and software engineering. The focus of the content of the degree is thus on software engineering, the mathematical and computing concepts behind computer graphics, hardware concepts for computer graphics, creative visualisation, modelling and animation.

Within the Computer Graphics program, students will be able to tailor their study to guide them to a particular career. Some of the options available are:

Computer game development

This is a field that is rapidly maturing and expanding which requires a mixture of core computer science and the ability to work with digital artists and understand the tools they use. A strong background in mathematics and software engineering is also desirable.

Data visualisation

The availability of commodity graphics hardware allows us to visualise and analyse huge volumes of data, but software tools are still required to do this effectively. Requires skills in software engineering and computer graphics, as well as user interface design.

Web development

The World Wide Web is a vast and visual place. As well as creating and rendering visual content for websites, this includes problems such as transmitting visual data efficiently and connecting and indexing visual data so that it can be navigated and explored. Uses skills in networking and databases as well as software engineering and computer graphics.

Honours

Students who perform well can undertake an additional year of study to obtain Honours. The Honours degree can provide access to postgraduate study and a wider range of professional opportunities in the computing industry.

Electives

Electives can be chosen from courses offered at an appropriate level towards a degree program at the University, provided that the student is eligible to do that course, e.g. has satisfied the prerequisite/s, or the course is not offered exclusively for a program other than the Bachelor of Computer Science. The school recommends electives that are chosen from Engineering, Computer Science, Mathematical Sciences and Design Studies.

Recommended Level I elective:

Mathematics for Information Technology I

Recommended Level II electives:

Database and Information Systems, Professional Ethics

What careers does the Bachelor of Computer Graphics lead to?

The Bachelor of Computer Graphics was designed in consultation with employers to provide a solid foundation of technical computing skills as well as experience of digital content creation and design. Graduates are therefore prepared for careers in a wide variety of areas including:

- visual effects
- scientific and medical data analysis and visualisation
- architectural visualisation
- internet and web development
- user interface programming.

COMPUTER GRAPHICS INDICATIVE STUDY PLAN

| | Semester 1 | Semester 2 |
|------------------|---|--|
| Level I | Object Oriented Programming ⁺ ; Puzzle Based Learning ^{**} ; Mathematics IA*; PLUS one Design elective | Algorithm Design & Data Structures ⁺ ; Internet Computing ^{**} ; Mathematics IB*; PLUS one Level I elective |
| Level II | Data Structures & Algorithms; Design elective; PLUS one Level II elective | Introduction to Software Engineering; System Programming in C, C++; Communications Skills III; Computer Systems |
| Level III | Computer Graphics; Programming Techniques [#] ; Artificial Intelligence; PLUS one Level III elective | Software Engineering and Project; Design elective; Event Driven Computing; PLUS one Level III elective |

⁺Students who do not have prior programming experience or who are not confident in their programming ability should complete Introduction to Programming prior to undertaking Object Oriented Programming followed by Algorithm Design and Data Structures in the following year. Students who take Introduction to Programming will present it in lieu of an elective.

^{*}Students are encouraged to satisfy the Level I Mathematics requirement by doing Mathematics IA followed by Mathematics IB, as above and to take Mathematics for Information Technology I as a Level I elective. The prerequisite for Mathematics IA is either SACE Stage 2 Specialist Mathematics (or equivalent) or the University course Mathematics IMA, so some students will need to successfully complete Mathematics IMA prior to doing Mathematics IA followed by Mathematics IB. Alternatively, a student can satisfy the Level I Mathematics requirement by just doing the course Mathematics for Information Technology I, offered in Semester 2.

Level I Electives can be chosen from courses offered towards any degree program at the University, provided that the student is eligible to do that course, e.g. has satisfied the prerequisite(s).

^{**}Students are encouraged to do both Puzzle Based Learning and Internet Computing, although only one of these two is required under the Academic Program Rules of the degree.

[#]Students are encouraged to do the course Programming Techniques as it is assumed knowledge for Software Engineering and Project, although this course is not specifically required under the Academic Program Rules of the degree.

“ The wave of information and communications on the web is changing lives for the better and creates many exciting options for students choosing careers in technology. At Google, we believe that the sexy jobs of the future will be in technology and data. We’re always looking for top computer science graduates from around Australia who will develop tomorrow’s Street View, YouTube and Chrome. ”

Alan Noble

Head of Engineering, Google Australia and New Zealand

BACHELOR OF COMPUTER SCIENCE

SATAC code: 314111

Duration: 3 years full-time

2011 ATAR/IB: 71.40/25

Prerequisites: SACE Stage 2: Mathematical Studies. IB: Mathematics (SL grade 4/HL grade 3)

Why study the Bachelor of Computer Science?

The Bachelor of Computer Science caters for people with specific interests in computer science and/or information technology. It has a core of compulsory computer science courses and a wide range of elective courses including mathematics and statistics as well as commerce, design studies, economics, engineering, finance, humanities and social sciences or science. The program produces highly skilled, adaptable graduates who are able to design computer-based solutions to the problems of information management and processing in industry, commerce, science, entertainment, and the public sector.

Within the Computer Science program students will be able to tailor their study to guide them to a particular career. Some of the options available are:

Computer Graphics

As computing becomes a more visual medium, the demand for computer scientists with skills in the areas of computer vision, graphics, networking and broadband telecommunications increases. With the right choice of computer

science courses and electives, students will be well prepared for a rewarding career in this area.

Database and Information Systems Management

An increasingly important field in the area of information technology, with large volumes of data needing to be correctly stored and interpreted. It is recommended that students thinking about this type of career also undertake electives from the discipline of statistics.

Network Management

Have you ever been frustrated by a poorly written web page? Graduates in this area focus on the technical aspects of the design and implementation of data communications networks, including security and robustness. Choosing courses specifically focused on network issues will assist students to follow this career path.

Software Engineering

An essential discipline for anyone aiming to write reliable software for complex systems. Computer science degrees offer several software engineering courses, which include group projects tackling real world problems and cover the creation of software from its conception to delivery.

Honours

Students who perform well can undertake an additional year of study to obtain a Bachelor of Computer Science with Honours. The Honours degree can provide access to postgraduate study and a wider range of professional opportunities in the computing industry.

Electives

At each level, electives can be chosen from courses offered at that level towards a degree program at the University, provided that the student is eligible to do that course, e.g. has satisfied the prerequisite(s).

What careers does the Bachelor of Computer Science lead to?

Graduates are highly regarded by employers and have been successful in a wide variety of areas. Employment opportunities are available in the areas of:

- administration
- business data processing
- computer programming
- computer science
- engineering design
- financial software
- games programming
- graphics programming
- information technology management
- internet commerce
- network management and support
- quality improvement
- scientific data analysis
- systems analysis
- software engineering
- systems support
- real-time process control
- user interface programming.

COMPUTER SCIENCE INDICATIVE STUDY PLAN

| | Semester 1 | Semester 2 |
|------------------|---|---|
| Level I | Object Oriented Programming ⁺ ; Puzzle Based Learning ^{**} ; Mathematics IA [*] ; Scientific Computing | Algorithm Design & Data Structures ⁺ ; Internet Computing ^{**} ; Mathematics IB [*] ; PLUS one Level I elective |
| Level II | Data Structures & Algorithms; Level II Computer Science course; PLUS two Level II electives | Computer Systems; Level II Computer Science course; PLUS two Level II electives |
| Level III | Programming Techniques [#] ; PLUS two Level III Computer Science courses; and one Level III elective | Software Engineering and Project; Communication Skills; PLUS two Level III Computer Science courses |

⁺Students who do not have prior programming experience or who are not confident in their programming ability should complete Introduction to Programming prior to undertaking Object Oriented Programming followed by Algorithm Design and Data Structures in the following year. Students who take Introduction to Programming will present it in lieu of an elective.

^{*}Level I Mathematics requirement: Students are encouraged to satisfy the Level I Mathematics requirement by doing Mathematics IA followed by Mathematics IB, as above and to take Mathematics for Information Technology I as a Level I elective. The prerequisite for Mathematics IA is either SACE Stage 2 Specialist Mathematics (or equivalent) or the University course Mathematics IMA, so some students will need to successfully complete Mathematics IMA prior to doing Mathematics IA followed by Mathematics IB. Alternatively, a student can satisfy the Level I Mathematics requirement by just doing the course Mathematics for Information Technology I, offered in Semester 2.

Level I Electives can be chosen from courses offered towards any degree program at the University, provided that the student is eligible to do that course e.g. has satisfied the prerequisite(s).

^{**}Students are encouraged to do Puzzle Based Learning, Internet Computing, and Scientific Computing, although only one of these three is required under the Academic Program Rules of the degree.

[#]Students are encouraged to do Programming Techniques, although this course is not specifically required under the Academic Program Rules of the degree. Note that Programming Techniques is assumed knowledge for Software Engineering and Project.

“ In South Australia, Saab Technologies Australia looks foremost to the local universities for top Engineering, Computer Science and IT graduates as a source of recruitment. Graduates with software skills and an appreciation of project life cycles form an important part of Saab’s ability to sustain its business into the future. Saab Technologies regularly draws recruits from the Engineering, Computer Science and IT disciplines throughout South Australia. ”

Dr Alex Farkas

Saab Technologies Australia

BACHELOR OF ENGINEERING (SOFTWARE)

SATAC code: 324311

Duration: 4 years full-time

Adelaide Approved score: 80

2011 ATAR: 81.50 **2011 IB:** 28

Prerequisites: SACE Stage 2: Mathematical Studies and Physics. IB: Mathematics (SL grade 4/HL grade 3) & Physics (SL grade 4/HL grade 3).

Why study the Bachelor of Engineering (Software)?

This program provides study of both the theory and practice of engineering principles while providing students with a choice of electives, allowing them to steer their course between traditional electrical engineering and commercial software engineering. A strong emphasis is also placed on group projects with close industrial connections in the third and final years.

The program is focused on providing the underlying principles and techniques of software engineering so that graduates will be able to

learn and apply new technologies as they emerge in the future. The early years of the program build a scientific and engineering foundation of computing, mathematics and digital electronics in preparation for the more specialised courses in the third and fourth years.

Honours

High-performing students will be eligible to undertake Honours-level studies concurrently with their fourth year of study.

Electives

Artificial Intelligence

Computer Graphics

Systems Modelling & Stimulation

Distributed Databases & Data Mining

Advanced Programming Paradigms

Distributed Systems

Real Time Systems IV

Computer Vision

Language Translators

Coding & Cryptology

Computer Systems Security

What careers does the Bachelor of Engineering (Software) lead to?

Software engineering graduates are highly regarded by employers and have been successful in a wide variety of areas.

Potential careers for graduates can include:

- Software Engineer
- Computer Programmer
- Business Analyst
- Network Engineer
- Consultant
- Project Manager
- Systems Analyst
- Systems Engineer
- Information Technology Manager.

ENGINEERING (SOFTWARE) INDICATIVE STUDY PLAN

| | Semester 1 | Semester 2 |
|------------------|--|---|
| Level I | Object Oriented Programming ⁺ ; Electrical & Electronic Engineering IA; Mathematics IA* OR Mathematics IMA*; Statistical Practice I | Algorithm Design & Data Structures ⁺ ; Electrical & Electronic Engineering IB; Internet Computing; Mathematics IA* OR Mathematics IB* |
| Level II | Data Structures & Algorithms; Database & Information Systems; PLUS two approved electives | Introduction to Software Engineering; Computer Systems; Systems Programming in C & C++; PLUS one approved elective |
| Level III | Programming Techniques; Computer Architecture; A/B Software Engineering Group Project IA; Computer Networks & Applications | Event Driven Computing; Software Engineering Group Project IB; Operating Systems; PLUS one approved elective |
| Level IV | A/B Software Engineering Group Project II OR A/B Software Engineering Honours Project#; High Integrity Software Engineering; Engineering Management IV; PLUS one approved elective | A/B Software Engineering Group Project II OR A/B Software Engineering Honours Project#; Software Process Improvement; Business Management Systems; PLUS one approved elective |

⁺Students who do not have prior programming experience or who are not confident in their programming ability should complete Introduction to Programming prior to undertaking Object Oriented Programming followed by Algorithm Design and Data Structures in the following year. Students who take Introduction to Programming will present it in lieu of an elective.

*Students who have not taken SACE Stage 2 Specialist Mathematics will be required to enrol in Mathematics IMA followed by Mathematics IA and Mathematics IB in summer semester to complete the requirements at Level I.

#Students accepted into the Honours stream will take the Honours Project, other students will take the group project.

BACHELOR OF MATHEMATICAL AND COMPUTER SCIENCES

SATAC code: 314541

Duration: 3 years full-time

2011 ATAR: 72.10

2011 IB: 25

Prerequisites: SACE Stage 2: Mathematical Studies. IB: Mathematics (SL grade 4/HL grade 3).

Why study the Bachelor of Mathematical and Computer Sciences?

This is a flexible academic program designed for students who wish to study mathematics, statistics or computing. Those studies can be combined with courses from commerce, design studies, economics, engineering, finance, humanities and social sciences or sciences. Previous students have enrolled in courses as diverse as accounting, geology, anthropology, biotechnology, history, languages, music studies, philosophy, politics, pharmacology and psychology. Each student will have an individual program developed in consultation with a program advisor.

Honours

Students who do well in their courses may complete an additional year of study to obtain an Honours degree in Pure Mathematics, Applied Mathematics, Statistics or Computer Science, which provides opportunity for postgraduate study and enhanced employment prospects.

Majors

Requirements for a major in Applied Mathematics, Pure Mathematics, Statistics and Computer Science for the degree Bachelor of Mathematical and Computer Sciences are outlined in the University Calendar: www.adelaide.edu.au/calendar

Electives

At each level, electives can be chosen from courses offered at that level towards a degree program at the University, provided that the student is eligible to do that course e.g. has satisfied the prerequisite(s).

What careers does the Bachelor of Mathematical and Computer Sciences lead to?

Graduates of the Bachelor of Mathematical and Computer Sciences are highly regarded by employers and have been successful in a wide variety of areas.

Potential careers include:

- Systems Analyst
- Systems Engineer
- Telecommunications Engineer
- Network Engineer
- Scientific Data Analyst
- Statistician
- Business Data Analyst
- Computer Programmer
- Database Coordinator
- Research Scientist
- Stockbroker
- Economist
- Naval Architect
- Mathematics Teacher.

BACHELOR OF MATHEMATICAL AND COMPUTER SCIENCES continued

MATHEMATICAL AND COMPUTER SCIENCES INDICATIVE STUDY PLAN

| | Semester 1 | Semester 2 |
|------------------|--|--|
| Level I | Mathematics IA* PLUS three Level I electives | Mathematics IB* PLUS three Level I electives |
| Level II | Level II elective courses to the value of 24 units | |
| Level III | Communications Skills III# PLUS three Level III electives** | Four Level III Mathematical Science OR Computer Science courses** |

* Students who have not taken SACE Stage 2 Specialist Mathematics will be required to enrol in Mathematics IMA followed by Mathematics IA and Mathematics IB in summer semester to complete the requirements at Level I. Mathematics IMA will be presented as a Level I elective towards the program.

#Communication Skills III is not considered a Maths or Computer Science course.

**Level I, II and III electives may be chosen from several disciplines across the University. Please refer to the program rules for the Bachelor of Mathematical and Computer Sciences for details regarding courses relevant to the degree.

BACHELOR OF LAWS/BACHELOR OF COMPUTER SCIENCE

SATAC code: 324111, stream 103 **Duration:** 5 years full-time **2011 ATAR:** 95.00 **2011 IB:** 34

Prerequisites: SACE Stage 2 Mathematical Studies

BACHELOR OF INNOVATION AND ENTREPRENEURSHIP

SATAC code: 324641

Duration: 1.5 years full-time

Note: This program is not available to school leavers.

Why study the Bachelor of Innovation and Entrepreneurship?

The Bachelor of Innovation and Entrepreneurship is a new program that would suit people with an interest in learning how to commercialise an innovative concept, product or technology; people starting or managing their own business; or people that work in leadership and support roles within organisations, governments or business sectors.

Designed to be undertaken as a double degree with a large range of undergraduate programs, studies towards the Bachelor of Innovation and Entrepreneurship can be completed within 18 months of successful full-time study.

The program will provide graduates with:

- A sound understanding of the entrepreneurial process, history and types.

- An understanding of who entrepreneurs are and what entrepreneurs do.
- An understanding of innovation and how innovation relates to entrepreneurial activity, processes and outcomes.
- An ability to engage in and understand the process of commercialisation of technology.
- The knowledge of the role of creativity and its impact on enterprises at all levels and at all stages of enterprise development and to demonstrate creative thinking ability.
- An understanding of how opportunities are created or discovered and the ability to undertake the steps needed to take advantage of an entrepreneurial opportunity.
- The skills and knowledge to undertake entrepreneurial activity and be able to use their existing or future technical knowledge in an entrepreneurial and innovative manner.

Admission into this program is open to:

- those who have completed and qualified for an AQF Advanced Diploma, or;

- those who have completed a minimum of 1.5 years, or equivalent, of full-time undergraduate study (of which no more than 12 months is at Level 1), or;
- those who have completed a Diploma from a Singapore Polytechnic, or equivalent as accepted by the Faculty.

This program is not available to school leavers.

What careers does the Bachelor of Innovation and Entrepreneurship lead to?

Graduates may be interested in starting up their own businesses or advising those who do. Advisors may be in the private or government sectors in policy, finance, taxation, regional development and such roles. Graduates may find employment opportunities in innovative or entrepreneurial positions in a wide range of leadership and support roles within existing enterprises, both large and small, or managing new ventures within large organisations.

INNOVATION AND ENTREPRENEURSHIP INDICATIVE STUDY PLAN

| | Semester 1 | Semester 2 |
|-----------------|--|---|
| Level I | Foundations of Entrepreneurship*; Entrepreneurial Strategy & Resourcing; Innovation & Creativity; Opportunity Assessment | New Venture Planning; Ethics & Cultural Aspects of Entrepreneurship; Applied Entrepreneurship; Technology Commercialisation |
| Level II | Extended Project Part A (6 units); Extended Project Part B (6 units) | |

* All students must complete this course in the first semester of study.

A total of 72 units required for this program. Students who hold an Advanced Diploma through previous studies at TAFE, a recognised Polytechnic college, or equivalent, may receive advanced standing to the value of 36 units; equivalent to 1.5 years of study.

ESSENTIAL INFORMATION FOR APPLICANTS

ENTRY REQUIREMENTS

School leavers/applicants with Year 12 qualifications

To be eligible to apply for a University of Adelaide program you must:

- successfully complete the South Australian Certificate of Education (SACE) or Recognised Studies
- complete any prerequisite subject requirements for your chosen university program
- obtain a Australian Tertiary Admission Rank (ATAR).

Note: Year 12 results are acceptable regardless of the date undertaken.

Previous university study

Applicants who have completed at least half a year of higher education study may be considered on the basis of their tertiary academic record and/or Year 12 results.

VET qualifications

Successful completion of VET AQF diploma awards meet the minimum entry requirements for most Bachelor degree programs. Admission to University diploma programs and some Bachelor degrees is also possible on the basis of completed VET AQF Certificate IV awards.

For more information, visit: www.adelaide.edu.au/student/future/guide/ug/tafe

For some University programs, credit transfer may also be available based on completed VET award studies. Refer to the *Pathways from TAFESA to the University of Adelaide* guide or contact the relevant Faculty to which you are applying for more specific information on entry and provision of status for prior study.

Special Tertiary Admissions Test (STAT)

If you are over 18 (or will be 18 on February 1 of the year you commence studies) and have not done more than two years (full-time) tertiary study in the last two years you can apply university entry by completing the Special Tertiary Admissions Test (STAT). Further information about the STAT is available at: www.acer.edu.au/stat

Indigenous Access Scheme

Places are also available under the Aboriginal and Torres Strait Islander Access Scheme for Indigenous Australian students who do not have a Year 12 qualification.

For further information please contact Wilto Yerlo:

Phone (freecall): 1800 651 763

Email: daniel.turner@adelaide.edu.au

Overseas Qualifications

Overseas Year 12 and tertiary qualifications are assessed as part of the normal processing of applications by SATAC.

Prerequisites and Assumed Knowledge

Prerequisites are an essential requirement for entry into specified academic programs, whereas Assumed Knowledge is a recommendation only.

School leavers/applicants with Year 12 qualifications: you must obtain a minimum grade of C- or better in SACE Stage 2 subjects prescribed as prerequisites.

Non-school leavers/those applying with VET Qualifications or STAT results: tertiary preparation programs and bridging courses are available for applicants who have not completed Year 12 Maths or Chemistry.

DEFERRING YOUR STUDIES

Deferment of studies for two years is available for most programs.

FEES AND CHARGES

In 2011 student contributions for Commonwealth Supported students studying an equivalent full-time study load (EFTSL) were as follows.

| | |
|---|---------|
| Band 1 Humanities, Behavioural Science, Clinical Psychology, Education, Foreign Languages, Nursing, Social Sciences, Visual and Performing Arts..... | \$5,442 |
| Band 2 Agriculture, Computing, Built Environment, Health, Engineering, Surveying..... | \$7,756 |
| Band 3 Law, Medicine, Accounting, Administration, Business, Commerce, Economics, Tourism..... | \$9,080 |
| National Priorities Mathematics, Statistics, Science..... | \$4,355 |

These fees are indicative only as actual charges are determined at the course level based on the area of teaching. Fees may increase in 2012.

HECS Higher Education Loan Program (HECS-HELP)

HECS-HELP helps eligible Commonwealth Supported students to pay their student contribution. Further information on Commonwealth support and HECS-HELP is available at: www.goingtouni.gov.au

Additional costs

Students may be required to purchase specialist equipment/reading materials. It is advised you do not purchase any equipment until you have received your Faculty/School handbook, available during orientation.

APPLICATION PROCEDURES

Applications for admission to university are coordinated by the South Australian Tertiary Admission Centre (SATAC). Further information on applying is available online at www.satac.edu.au

Application deadlines

Closing date for applying to undergraduate programs 30 September 2011
Late closing date (late fee applies) 2 December 2011
Change of preference deadline 4 January 2012

International student applications

International students studying Year 12 in Australia should contact SATAC for information on application procedures. All other international students submit applications directly to the University's International Office. For further information please visit: www.international.adelaide.edu.au/apply

DISCLAIMER

With the aim of continual improvement the University of Adelaide is committed to regular review of the courses and programs it offers to students. As a result the specific courses available to students may vary from year to year. The most current information on available programs of study for specific certificates/diplomas/degrees and related courses is available at www.adelaide.edu.au/programs

The University of Adelaide assumes no responsibility for the accuracy of information provided by third parties.

FURTHER INFORMATION

Online sources

Application procedures, accommodation, fees, student services www.adelaide.edu.au/student/future
Entry requirements www.adelaide.edu.au/student/admission
Scholarships www.adelaide.edu.au/scholarships

Who to contact

The Student Centre serves as the first point of contact for all general and program enquiries. Our friendly and skilled staff will provide you with relevant information or put you in touch with Faculty staff for their expert advice.

Student Centre The University of Adelaide, SA 5005 Australia

Phone: (08) 8313 5208

Freecall (interstate/country): 1800 061 459

Fax: (08) 8313 4401

Online enquiry: www.adelaide.edu.au/studentcentre/enquiries

Facebook: www.facebook.com/uniofadelaid

Twitter: @uniofadelaid



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