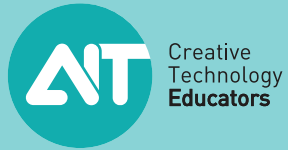


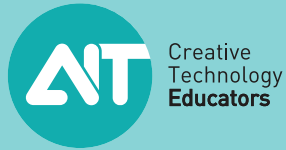
Academy of
Information Technology

Student and ATAR Profiles



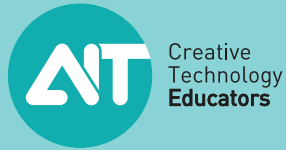
WHOLE OF INSTITUTION – STUDENT PROFILE

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	609	60%
(B) VET Study (Vocational education and training (VET) study)	164	16%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	41	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	732	72%
International Students	247	24%
ALL Students	1020	100%



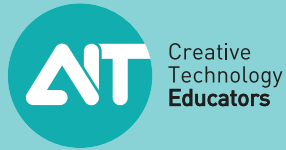
BACHELOR AND DIPLOMA OF INFORMATION TECHNOLOGY (Games Programming and Mobile App Development)

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	347	75%
(B) VET Study (Vocational education and training (VET) study)	0	0%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	23	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	324	70%
International Students	118	25%
ALL Students	465	100%



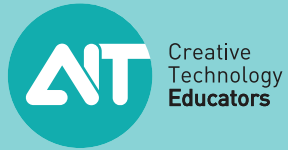
BACHELOR AND DIPLOMA OF INTERACTIVE MEDIA (2D Animation, 3D Design, Film & Video, Game Design)

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	229	72%
(B) VET Study (Vocational education and training (VET) study)	0	0%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	0	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	229	72%
International Students	88	28%
ALL Students	317	100%



BACHELOR AND DIPLOMA OF DIGITAL DESIGN

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	33	18%
(B) VET Study (Vocational education and training (VET) study)	114	61%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	9	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	138	73%
International Students	41	22%
ALL Students	188	100%



HIGHER EDUCATION DIPLOMA & BACHELORS (DIGITAL DESIGN, INTERACTIVE MEDIA, INFORMATION TECHNOLOGY)

2018 HELP AND VSL

ATAR PROFILE

ATAR
(EXCLUDING ADJUSTMENT
FACTORS)

SELECTION RANK
(ATAR PLUS ANY ADJUSTMENT
FACTORS)

Highest rank to receive an offer	N/A	N/A
75th percentile rank to receive an offer	N/A	N/A
Median rank to receive an offer	N/A	N/A
25th percentile rank to receive an offer	N/A	N/A
Lowest rank to receive an offer	N/A	N/A