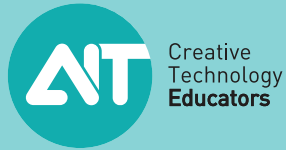


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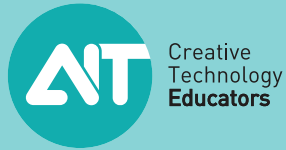
Academy of  
Information Technology

# Student and ATAR Profiles



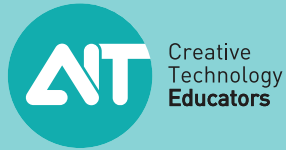
## WHOLE OF INSTITUTION – STUDENT PROFILE

| APPLICANT BACKGROUND   | NUMBER OF STUDENTS | PERCENTAGE OF ALL STUDENTS |
|--|--------------------|----------------------------|
| <b>(A) Higher Education Study</b> (includes a bridging or enabling course)   | 496                | 40%                        |
| <b>(B) VET Study</b> (Vocational education and training (VET) study)   | 154                | 40%                        |
| <b>(C1) Recent Secondary Education</b> 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%                         |
| <b>(C2) Recent Secondary Education</b> Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)                                     | 0                  | 0%                         |
| <b>(C3) Recent Secondary Education</b> 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%                         |
| <b>(D) Work and Life Experience</b> (Admitted on the basis of previous achievement other than the above)   | 650                | 53%                        |
| <b>International Students</b>  | 581                | 47%                        |
| <b>ALL Students</b>  | 1231               | 100%                       |



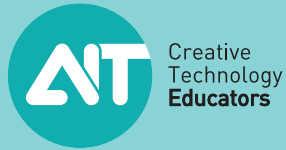
# BACHELOR AND DIPLOMA OF INFORMATION TECHNOLOGY (Games Programming and Mobile App Development)

| APPLICANT BACKGROUND  | NUMBER OF STUDENTS | PERCENTAGE OF ALL STUDENTS |
|---|--------------------|----------------------------|
| <b>(A) Higher Education Study</b> (includes a bridging or enabling course)  | 276                | 43%                        |
| <b>(B) VET Study</b> (Vocational education and training (VET) study)  | 6                  | 1%                         |
| <b>(C1) Recent Secondary Education</b><br>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%                         |
| <b>(C2) Recent Secondary Education</b><br>Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)                                     | 0                  | 0%                         |
| <b>(C3) Recent Secondary Education</b><br>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%                         |
| <b>(D) Work and Life Experience</b> (Admitted on the basis of previous achievement other than the above)  | 276                | 43%                        |
| <b>International Students</b>   | 357                | 56%                        |
| <b>ALL Students</b>   | 639                | 100%                       |



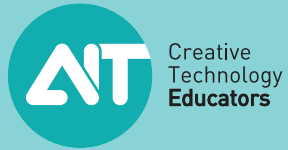
# BACHELOR AND DIPLOMA OF INTERACTIVE MEDIA (2D Animation, 3D Design, Film & Video, Game Design)

| APPLICANT BACKGROUND  | NUMBER OF STUDENTS | PERCENTAGE OF ALL STUDENTS |
|---|--------------------|----------------------------|
| <b>(A) Higher Education Study</b> (includes a bridging or enabling course)  | 204                | 56%                        |
| <b>(B) VET Study</b> (Vocational education and training (VET) study)  | 0                  | 0%                         |
| <b>(C1) Recent Secondary Education</b><br>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%                         |
| <b>(C2) Recent Secondary Education</b><br>Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)                                     | 0                  | 0%                         |
| <b>(C3) Recent Secondary Education</b><br>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%                         |
| <b>(D) Work and Life Experience</b> (Admitted on the basis of previous achievement other than the above)  | 204                | 56%                        |
| <b>International Students</b>   | 163                | 44%                        |
| <b>ALL Students</b>   | 367                | 100%                       |



## BACHELOR AND DIPLOMA OF DIGITAL DESIGN

| APPLICANT BACKGROUND  | NUMBER OF STUDENTS | PERCENTAGE OF ALL STUDENTS |
|---|--------------------|----------------------------|
| <b>(A) Higher Education Study</b> (includes a bridging or enabling course)  | 16                 | 9%                         |
| <b>(B) VET Study</b> (Vocational education and training (VET) study)  | 107                | 58%                        |
| <b>(C1) Recent Secondary Education</b><br>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%                         |
| <b>(C2) Recent Secondary Education</b><br>Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)                                     | 0                  | 0%                         |
| <b>(C3) Recent Secondary Education</b><br>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%                         |
| <b>(D) Work and Life Experience</b> (Admitted on the basis of previous achievement other than the above)  | 123                | 67%                        |
| <b>International Students</b>   | 61                 | 33%                        |
| <b>ALL Students</b>   | 184                | 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 |