

2019 AIT FEE-HELP Schedule of Fees	
Name of Course:	Bachelor of Information Technology (Mobile App Development)
Delivery Method:	Face to Face (On-Campus)
Delivery Location:	Ultimo Campus / Melbourne Campus
Duration:	24 months (Accelerated) 36 months (Standard)
Fee Schedule Period:	1 April 2019 to 31 December 2019

Notes
Course duration calculated on 7 day week
Each term is 15 weeks (105 days)
Census date is the 28th day of each term
6 terms of study (630 days - does not include term breaks)
RPL is calculated at 30% of the Unit of Study's Tuition Fee

Study Period	Unit of Study Name	Unit of Study Code	Tuition Fee	EFTSL	End Date (day into the course)	Census Date (day into the course)	RPL Unit Code	RPL Unit Fee	RPL EFTSL
Term 1	Introduction to Web	INT1012	2250	0.125	105	28	INT1012	675	0.0001
Term 1	C++ 1	PRG1060	2250	0.125	105	28	PRG1060	675	0.0001
Term 1	Foundation programming	CMP1041	2250	0.125	105	28	CMP1041	675	0.0001
Term 1	Information systems	CMP1042	2250	0.125	105	28	CMP1042	675	0.0001
Term 2	Database systems	PRG1048	2250	0.125	210	133	PRG1048	675	0.0001
Term 2	C++ 2	PRG1061	2250	0.125	210	133	PRG1061	675	0.0001
Term 2	Discrete Mathematics	PRG1010	2250	0.125	210	133	PRG1010	675	0.0001
Term 2	Introduction to software engineering	CMP1043	2250	0.125	210	133	CMP1043	675	0.0001
Diploma Exit									
Term 3	Foundation networks	CMP3044	2250	0.125	315	238	CMP3044	675	0.0001
Term 3	JAVA	PRG1049	2250	0.125	315	238	PRG1049	675	0.0001
Term 3	Digital Project Management	INT1050	2250	0.125	315	238	INT1050	675	0.0001
Term 3	Systems analysis and design	CMP3045	2250	0.125	315	238	CMP3045	675	0.0001
Term 4	Interface and Experience Design	DES1060	2250	0.125	420	343	DES1060	675	0.0001
Term 4	Enterprise systems	CMP1046	2250	0.125	420	343	CMP1046	675	0.0001
Term 4	Mobile apps android	PRG1050	2250	0.125	420	343	PRG1050	675	0.0001
Term 4	Advanced web	INT1059	2250	0.125	420	343	INT1059	675	0.0001
Associate Degree Exit									
Term 5	Elective 1	BIT001	2250	0.125	525	448	BIT001	675	0.0001
Term 5	Mobile apps iOS	PRG3051	2250	0.125	525	448	PRG3051	675	0.0001
Term 5	Cross-platform apps	INT3052	2250	0.125	525	448	INT3052	675	0.0001
Term 5	Advanced Studio 1	INT3506	2250	0.125	525	448	INT3506	675	0.0001
Term 6	Elective 2	BIT002	2250	0.125	630	553	BIT002	675	0.0001
Term 6	Data-driven apps	INT3053	2250	0.125	630	553	INT3053	675	0.0001
Term 6	External project	SPC3039	2250	0.125	630	553	SPC3039	675	0.0001
Term 6	Advanced Studio 2	INT3516	2250	0.125	630	553	INT3516	675	0.0001

Bachelor Exit

* Electives are taken in place of subjects BIT001, BIT002

Elective *	Advanced screen production	FIL3036	2250	0.125			FIL3036	675	0.0001
Elective *	Commercial Film	FIL3065	2250	0.125			FIL3065	675	0.0001
Elective *	Documentary production	FIL3037	2250	0.125			FIL3037	675	0.0001
Elective *	Cinematography	FIL1019	2250	0.125			FIL1019	675	0.0001
Elective *	Screen production	FIL1034	2250	0.125			FIL1034	675	0.0001
Elective *	Visual Effects (VFX)	FIL1060	2250	0.125			FIL1060	675	0.0001
Elective *	Internship	SPC3038	2250	0.125			SPC3038	675	0.0001
Elective *	Digital Images	DES1013	2250	0.125			DES1013	675	0.0001
Elective *	3D Introduction	ANI1006	2250	0.125			ANI1006	675	0.0001
Elective *	3D Modelling	ANI1027	2250	0.125			ANI1027	675	0.0001
Elective *	Advanced 3D modelling	ANI3033	2250	0.125			ANI3033	675	0.0001
Elective *	Animation	ANI1016	2250	0.125			ANI1016	675	0.0001
Elective *	3D Animation	ANI1031	2250	0.125			ANI1031	675	0.0001
Elective *	Animation Production	ANI1044	2250	0.125			ANI1044	675	0.0001
Elective *	Advanced 2D Animation	ANI1037	2250	0.125			ANI1037	675	0.0001
Elective *	Advanced 3D animation	ANI3032	2250	0.125			ANI3032	675	0.0001
Elective *	2D Interactivity	INT1028	2250	0.125			INT1028	675	0.0001
Elective *	Advanced Game Project	INT1035	4500	0.250			INT1035	1350	0.0001
Elective *	Advance Game Development	INT3056	2250	0.125			INT3056	675	0.0001
Elective *	Game development	INT1029	2250	0.125			INT1029	675	0.0001
Elective *	Virtual worlds	INT1026	2250	0.125			INT1026	675	0.0001
Elective *	Digital Illustration	DES1021	2250	0.125			DES1021	675	0.0001
Elective *	Basic Game Engine Programming	INT2001	2250	0.125			INT2001	675	0.0001
Elective *	Artificial Intelligence	PRG2006	2250	0.125			PRG2006	675	0.0001
Elective *	Advanced Game Engine Programming	INT2007	2250	0.125			INT2007	675	0.0001
Elective *	Game development	INT1029	2250	0.125			INT1029	675	0.0001
Elective *	Augmented Reality	PRG3002	2250	0.125			PRG3002	675	0.0001
Elective *	Advanced game development	INT3030	2250	0.125			INT3030	675	0.0001