

# Information Technology

Domestic students

**GBCA.EDU.AU**

**CALL**  
03 9041 3050

**EMAIL**  
enquiry@gbca.edu.au

**ADDRESS**

**Global Business College of Australia**  
337-339 La Trobe Street, Melbourne VIC 3000  
338 Queen St, Melbourne VIC 3000  
10-12 Prospect Street, Box Hill VIC 3128 (Domestic students only)

Global Business College of Australia Pty Ltd trading as  
Global Business College of Australia  
RTO: 41292 CRICOS: 03443D

ICT50220

# Diploma of Information Technology

**COURSE DESCRIPTION:** The e-commerce impact on the business is revolutionary, as new variable of doing business online is changing the consumer's trend of shopping. New business trends augment the sales and promotion experience by using the new channels: e-business to business, e-business to consumer and e-consumer to consumer. In this new business environment sellers and buyers interact directly through the web sites and applications, which is innovative, attractive, and opening up new frontiers, while removing the limitations of doing business across the Globe.

This qualification provides the skills and knowledge for an individual to design and build interactive web site and applications for small-to-medium enterprises (SMEs) using a wide range of front-end and back-end ICT technologies.

Students will acquire skills to design web-based applications using a user experience (UX) methodology that consider the users' experience at the centre of design. The three main front-end coding languages are HTML, CSS and JavaScript. Students will use them to build dynamic web pages that are beautiful and functional in common online business scenarios. Students will also learn a range of back-end technologies, such as server-side REST API and database operations, to complete the implementation of a complex web application.

Potential job opportunities for graduates for this course include:

- Front end web developer
- Backend developer
- Full stack web developer
- API developer
- User interface (UI) and user experience (UX) developer

**COURSE DURATION:** This course is delivered during a maximum duration of 56 weeks, including term breaks and public holidays

**SCHEDULE:** three (3) sessions per week

**DELIVERY MODE:** Blended learning between face to face and online

**CAMPUS LOCATION AND DELIVERY SITE:** 337-339 La Trobe street, Melbourne 3000

## ENTRY REQUIREMENTS:

There is no pre-requisite to this qualification.

Domestic students who want to enrol into this course are recommended to possess the followings:

- Successful completion of Year 11 or
- Mature aged students who can demonstrated basic level understanding of IT knowledge, or some level of vocational experience in a range of work environment in information technology industry.

Students who are unable to provide evidence to demonstrate meeting the above requirements may be interviewed or asked to undertake the language, literacy and numeracy (LLN) skills to ascertain their existing skills.

Digital skill is essential to undertake this course.

The recommended LLN profile to enter this qualification is: ACSF level 3 for five skills: Oral, Reading, Writing, Learning and Numeracy .

## COURSE STRUCTURE

UNIT CODE	UNIT NAME
BSBCRT512	Originate and develop concepts
BSBXCS402	Promote workplace cyber security awareness and best practices
BSBXTW401	Lead and facilitate a team
ICTICT517	Match ICT needs with the strategic direction of the organisation
ICTICT532	Apply IP, ethics and privacy policies in ICT environments
ICTSAS527	Manage client problems
ICTDBS507	Integrate databases with websites
ICTPRG553	Create and develop REST APIs
ICTPRG554	Manage data persistence using noSQL data stores
ICTWEB522	Develop website information architecture
ICTWEB525	Implement quality assurance process for websites
ICTICT530	Design user experience solutions
ICTWEB513	Build dynamic websites
ICTWEB514	Create dynamic web pages
ICTWEB518	Build a document using extensible markup language
ICTWEB519	Develop complex web page layouts
ICTWEB520	Develop complex cascading style sheets
BSBTEC501	Develop and implement an e-commerce strategy
ICTWEB451	Apply structured query language in relational databases
ICTWEB452	Create a markup language document

### ASSESSMENT METHODS:

A variety of assessment methods will be used throughout the course, including: project, observation of students performing practical tasks, portfolio of Work, written report, analysis of case study/response to simulated work scenario or written questioning.

### GOVERNMENT FUNDING:

This course is delivered with Victorian and Commonwealth Government funding under the Skills First Program. Individuals with disabilities are encouraged to apply for training subsidised through the Skills First Program.

ICT50220

# Diploma of Information Technology (Game Art and Design)

**COURSE DESCRIPTION:** In today's fast-paced world, the demand for skilled IT professionals who can create captivating web experiences and immersive gaming worlds has never been greater. Our diploma of IT offers our students a unique opportunity to bridge the gap between creativity and technology, propelling you towards a successful and dynamic career in the digital landscape. The comprehensive program allows students to explore not just one, but two exciting specialisations. Dive deep into the intricacies of web development, mastering the languages that power the internet, while simultaneously harnessing the artistic prowess to craft visually game environments.

Our curriculum has been meticulously designed to equip you with a holistic skill set. Develop coding proficiency, responsive web design, 3D modeling, animation, and much more. Graduates emerge as versatile professionals, adept at both the technical and creative aspects of IT.

Potential job opportunities for graduates for this course include:

- Web developer
- API developer
- User interface (UI) and user experience (UX) developer
- Game artist and level designer

**COURSE DURATION:** This course is delivered during a maximum duration of 56 weeks, including term breaks and public holidays

**SCHEDULE:** 3 sessions per week

**DELIVERY MODE:** Blended learning between face to face and online

**CAMPUS LOCATION AND DELIVERY SITE:** 337-339 La Trobe street, Melbourne 3000

## ENTRY REQUIREMENTS:

There is no pre-requisite to this qualification.

Domestic students who want to enrol into this course are recommended to possess the followings:

- Successful completion of Year 11 or
- Mature aged students who can demonstrated basic level understanding of IT knowledge, or some level of vocational experience in a range of work environment in information technology industry.

Students who are unable to provide evidence to demonstrate meeting the above requirements may be interviewed or asked to undertake the language, literacy and numeracy (LLN) skills to ascertain their existing skills.

Digital skill is essential to undertake this course.

The recommended LLN profile to enter this qualification is: ACSF level 3 for five skills: Oral, Reading, Writing, Learning and Numeracy .

In addition to utilizing our state-of-the-art computer lab during school hours, students are expected to possess a personal computer that meets the following requirements for home-based work: a contemporary system (Windows/Mac) with a minimum of 8GB RAM, a multi-core processor, dedicated graphics card, and ample storage. Specific software prerequisites will be provided upon enrolment.

## COURSE STRUCTURE

UNIT CODE	UNIT NAME
ICTWEB520	Develop complex cascading style sheets
ICTWEB519	Develop complex web page layouts
ICTWEB522	Develop website information architecture
ICTWEB525	Implement quality assurance process for websites
BSBXTW401	Lead and facilitate a team
BSBXCS402	Promote workplace cyber security awareness and best practices
ICTWEB452	Create a markup language document
ICTWEB513	Build dynamic websites
ICTWEB514	Create dynamic web pages
ICTDBS507	Integrate databases with websites
ICTICT532	Apply IP, ethics, and privacy policies in ICT environments
ICTWEB451	Apply structured query language in relational databases
ICTSAS527	Manage client problems
ICTICT517	Match ICT needs with the strategic direction of the organisation
BSBCRT512	Originate and develop concepts
ICTGAM552	Create complex 3-D characters for games
ICTGAM539	Create and implement designs for 3-D games environments
ICTGAM542	Animate 3-D characters for digital games
ICTGAM543	Produce digital animation sequences
ICTGAM545	Manage technical art and rigging in 3-D animations

## ASSESSMENT METHODS:

A variety of assessment methods will be used throughout the course, including: Project, Observation of students performing practical tasks, Portfolio of Work, Written report, Analysis of case study/Response to simulated work scenario or Written questioning.

## GOVERNMENT FUNDING:

This course is delivered with Victorian and Commonwealth Government funding under the Skills First Program. Individuals with disabilities are encouraged to apply for training subsidised through the Skills First Program.