Master of Information Technology (Software Engineering)

COURSE OUTLINE
The Master of Information Technology (Software Engineering) is offered to IT graduates wishing to upgrade their qualifications in the area of software engineering. The degree has been designed to be both interesting and challenging by combining course and project work. The CDU Master of Information Technology (Software Engineering) combines the theory and practice of software development in a project based environment enabling students to experience every aspect of the development process including conceptualisation, design, testing, QA and implementation. Students also undertake a substantial research thesis in software engineering, which can lead to publications and further research opportunities such as a PhD.

GRADUATE OUTCOMES
Charles Darwin University’s Information Technology (IT) courses have been developed in consultation with industry. This course equips graduates with the professional knowledge and skills required to adapt within this rapidly developing IT field.

FACULTY OF ENGINEERING, HEALTH, SCIENCE AND THE ENVIRONMENT

Course Summary

SATAC COURSE CODE
1CM027 (CS)  
1CM527 (FF)

CAMPUS
Casuarina

MODE
INTERNAL/EXTERNAL

DURATION
2 YRS F/T, EQUIV P/T

SEMESTER INTAKE
S1, S2

ENTRY REQUIREMENTS
Successful completion of a recognised Bachelor of Information Technology or Bachelor of Computer Science or equivalent

LANGUAGE REQUIREMENTS
IELTS 6.5 or better with no band less than 6.0 or equivalent
COURSE STRUCTURE

MASTER OF INFORMATION TECHNOLOGY (SOFTWARE ENGINEERING)

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<th>1ST YEAR</th>
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| • Principles of Software Engineering  
• Project Management Tools and Techniques  
• Risk and Reliability Management  
• Software Engineering: Process and Tools  
• Entrepreneurship for Professionals  
• Discrete Structures  
• Professional Practice* (0 cpt)  
• 2 Electives | • Process Development Methodologies  
• Thesis (repeatable – 20 cpt)  
• Thesis (repeatable – 20 cpt)  
• Software Engineering Practice (20 cpt)  
• 1 Elective |

CAREER OPPORTUNITIES
Software engineering is an exciting field that deals with the design and development of software. Applying theories and principles from computer science and engineering, software engineers create, test, and evaluate the software applications and systems that make computers work.

PROFESSIONAL RECOGNITION / MEMBERSHIP
Graduates are eligible for membership at professional level of the Australian Computer Society.

* PROFESSIONAL PRACTICE
The Master of Information Technology (Software Engineering) includes a 12-week work experience component, which ensures graduates are more job-ready and familiar with local IT employers. Project work may be based in industry, providing opportunities to engage with potential employers.