

**Overview**

Computer Science is one of three disciplines of study offered in the field of Information Technology. The study of Computer Science is intimately linked with the study of the modern digital computer, its design, operational characteristics and control. Teaching is concentrated principally in the areas of algorithm specification, data structures, programming languages, operating systems, computer networks and artificial intelligence.
Faculty
UNSW Canberra at ADFA

School
UC Engineering & Information Technology

Study Level
Undergraduate

Minimum Units of Credit
48

Specialisation Type
Major
Learning Outcomes

1. Implement, via programming in a modern language, correct, efficient, reliable and secure computational solutions
2. Recognise and understand the computational processes that underpin modern technology and its application in organisations & business
3. Design computational solutions to problems; said solutions incorporating both information representation (data structures) and logic of computation (algorithm)
4. Evaluate and select the most appropriate computational solution designs on the basis of efficiency and constraints of the problem
5. Understand the technological components of modern computational devices and their major components - particularly how their capabilities and limitations shape current and future applications of computation

Graduate Capabilities:

For more information on Graduate Capabilities, please click on this link.
Available in Program(s)

Program(s) in which this major is available

Bachelor of Science - **BSc**

**4410 Science**
Faculty: UNSW Canberra at ADFA
Campus: Canberra
Units of Credit: 144
Typical Duration: 3 Years

Bachelor of Science - **BSc**

**4415 Science**
Faculty: UNSW Canberra at ADFA
Campus: Canberra
Units of Credit: 144
Typical Duration: 3 Years

Bachelor of Science - **BSc**

**4463 Science (CDF)**
Faculty: UNSW Canberra at ADFA
Campus: Canberra
Units of Credit: 144
Typical Duration: 3 Years
**Specialisation Structure**

Students must complete 48 UOC.

**Level 1 Core Courses**

Students must take 12 UOC of the following courses.

**ZEIT1102**  6 UOC  
*Introduction to Programming*

**ZPEM1307**  6 UOC  
*Computational Problem Solving*

**Level 2 Core Courses**

Students must take 12 UOC of the following courses.

**ZEIT2102**  6 UOC  
*Computer Technology*

**ZEIT2103**  6 UOC  
*Data Structures and Representation*

**Level 3 Core Courses**

Students must take 24 UOC of the following courses.

**ZEIT3101**  6 UOC  
*IT Project 2*

**ZEIT3113**  6 UOC  
*Computer Languages and Algorithms*

**ZEIT3114**  6 UOC  
*Internetworking*

**ZEIT3118**  6 UOC
Enrolment Disclaimer

Unless advised otherwise by your program authority, you should follow the rules for the handbook for the year you commenced your program. You are also responsible for ensuring you enrol in courses according to your program requirements. myUNSW enrolment checks that you have met enrolment requirements such as pre-requisites for individual courses but not that a course will count towards your program requirements.
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions
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Authorised by Deputy Vice-Chancellor (Academic)
CRICOS Provider Code 00098G
ABN: 57 195 873 179