COURSE FACT SHEET

ICT50220 Diploma of Information Technology

CRICOS 106680A

Global Business College of Australia:

We are a vocational education and training provider committed to improving students' practical application abilities and skills, by providing students with high quality international education services to better prepare them for the workforce.

GBCA Values: Innovative Minds, Caring Hearts, Global Skills

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: International students undertaking a vocational course in Australia are expected to undertake a full-time study load (a minimum 20 scheduled course contact hours per week. This may include up to 6 hours of online/distance learning).

Delivery mode: Blended learning between face to face and online

Campus location and delivery site: 337-339 La Trobe Street, Melbourne 3000

Entry requirements:

   Academic requirements:
- 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.

Language requirements:
- Minimum of IELTS 5.5 (no band less than 5) or equivalent, or
- Satisfactory outcome for Internal English placement, or
- Successfully complete the GBCA English course/s to meet the English requirements of the intended course.
- Students who are unable to provide evidence to demonstrate meeting the above English requirement may be interviewed or asked to undertake the language, literacy and numeracy (LLN) skills to ascertain their existing skills.

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:

To successfully complete the Diploma of Information Technology, participants must complete a total of below twenty (20) units of competency.

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.

Tuition and Non-Tuition fees: Please refer to the Fee Schedule.

Compliant statement:

GBCA is responsible for providing compliant training and assessment, and issuing of the AQF certification documentation for qualifications detailed in its scope of registration on the National Training Register (training.gov.au).

Course enquiries:

Tel: 9041 3050
Email: enquiry@gbca.edu.au

This factsheet should be read in conjunction with our Student Handbook and website www.gbca.edu.au.

NATIONALLY RECOGNISED TRAINING

Course Fact Sheet ICT50220 Diploma of IT   Page 3 of 3   Version Date: 21/12/2023
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