

ICT Faculty

From Subscription to Qualification

For the latest subject information and prices please always refer to the online version of this guide.

Although many subscribers join for continuing Professional Development, you can also use Subscription as a pathway to nationally recognised Units of Competency, Skills Sets, Certificates and Diplomas.

If you would like nationally recognised outcomes from your Subscription, please follow these steps:

1 – Identify which Subjects you need to complete (and in what order if applicable).

This document lists which Subjects map to which units of competency in which qualifications.

2 – Complete the assessment for the subject.

Assessments are accessed within your Subscription. We recommend you complete the assessment as you work through the subject (rather than leaving it to the end) and submit before you start the next subject.

3 – Enrol in the Assessment

As soon as the assessment is ready to submit, click the 'Enrol Now' link at the end of the Assessment.

At this time you will pay the 'Assessment Only' fee for that subject and be officially enrolled into the relevant units of competency and have your assessment passed to an assessor.

Resubmissions: If you are unsuccessful on your first attempt, but are very close, you can resubmit for no additional fee. For anything more, a Resubmission Fee of \$40+gst will be charged per attempt.

4 – Recognition

Each successfully completed assessment provides you with one or more formal units of competency. Once you have all of the units of competency required for a particular qualification, you can use Credit Transfer to attain that qualification...or qualifications.

Some subjects contain units which require you to undertake placement hours within industry. If you are seeking qualification outcomes from your study, we strongly recommend you source and commence your placement as soon as possible, as the last thing you want is to have graduation delayed due to outstanding hours.

Although most subjects can be completed in any order, if you intend to complete a full qualification we usually recommend you complete them in the order listed. Where there is a requirement to complete subjects in a certain order, this has been detailed in this document.

For full terms and condition relating to Subscription and Per Subject Assessments, please refer to the Student Handbook and Online Shop.

Nationally Recognised courses

ICT30115 CERTIFICATE III in INFORMATION, DIGITAL MEDIA & TECHNOLOGY

ICT50715 DIPLOMA of SOFTWARE DEVELOPMENT

ICT50615 DIPLOMA of WEBSITE DEVELOPMENT

Page

3

4

5

Professional & Short Courses

DIGITAL & INTERACTIVE GAMES

Page

6

ICT30115 CERT III IN INFORMATION, DIGITAL MEDIA & TECHNOLOGY

Subjects highlighted in green can be accessed via Subscription, on request.

Subjects highlighted in blue can also be accessed on request, but incur an additional \$20 fee per subject.

	Subject Title	Unit of Competency	Assessment (on submission)
1	Operate application software packages	ICTICT203 Operate application software packages	\$130
2	Use advanced features of computer applications	ICTICT308 Use advanced features of computer applications	\$130
3	Install and optimise operating system software	ICTICT302 Install and optimise operating system software	\$130
4	Run standard diagnostic tests	ICTSAS301 Run standard diagnostic tests	\$130
5	Participate in WHS communication and consultation processes	BSBWH304 Participate effectively in WHS communication and consultation processes	\$130
6	Implement and monitor environmentally sustainable work practices	BSBSUS401 Implement and monitor environmentally sustainable work practices	\$130
7	Work and communicate effectively in an ICT environment	ICTICT202 Work and communicate effectively in an ICT environment	\$130
8	Create user documentation	ICTICT301 Create user documentation	\$130
9	Use social media tools for collaboration and engagement	ICTWEB201 Use social media tools for collaboration and engagement	\$130
10	Provide ICT advice to clients	ICTSAS305 Provide ICT advice to clients	\$130
11	Produce digital images for the web	ICTWEB303 Produce digital images for the web	\$130
12	Create a simple markup language document	ICTWEB301 Create a simple markup language document	\$130
13	Build simple websites using commercial programs	ICTWEB302 Build simple websites using commercial programs	\$130
14	Design simple web page layouts	ICTWEB414	\$130
15	Review & Maintain Websites	BSBEBU401 Review and maintain a website	\$130
16	Comply with organisational requirements	BSBIPR301 Comply with organisational requirements	\$130
17	Introduction to Python Programming	ICTPRG301 Apply introductory programming techniques	\$130
Other			
			\$2,210

ICT50715 DIPLOMA OF SOFTWARE DEVELOPMENT

To attain this qualification, complete the following 9 subjects which cover 16 units of competency. These should be completed in the order shown below.

	Subject Title	Unit of Competency	Assessment (on submission)
1	Programming Basics	ICTPRG418 Apply intermediate programming skills in another language	\$295 OR \$110pm x 3 mths = \$330
		ICTPRG527 Apply intermediate object-oriented language skills	
		ICTPRG529 Apply testing techniques for software development	
2	ICT Projects	ICTPMG501 Manage ICT Projects	\$195
3	Software Project Tools	ICTPRG502 Manage a project using software management tools	\$295
		ICTICT403 Apply software development methodologies	
4	ICT Copyright, Privacy & Ethics	ICTICT418 Contribute to copyright, ethics and privacy in an ICT environment	\$195
5	Validating Applications	ICTPRG520 Validate an application design against specifications	\$195
6	Data Structures & Libraries	ICTPRG523 Apply advanced programming skills in another language	\$195
7	Advanced Programming & Android	ICTPRG532 Apply advanced object-oriented language skills	\$395 OR \$140pm x 3 mths = \$420
		ICTPRG505 Build advanced user interface	
8	App Security	ICTPRG507 Implement security for applications	\$295
		ICTPRG503 Debug and monitor applications	
9	Build & Deploy Android Apps	ICTPRG601 Develop advanced mobile multi-touch applications	\$550 OR \$100pm x 6 mths = \$600
		ICTPRG504 Deploy an application to a production environment	
		CUADIG502 Design digital applications	
Other			
			\$3,060

ICT50615 DIPLOMA OF WEBSITE DEVELOPMENT

To attain this qualification, complete the following 11 subjects which cover 20 units of competency.

We recommend you complete these in order, although subjects 3, 4 & 5 can be completed in any order.

	Subject Title	Unit of Competency	Assessment (on submission)
1	Web Basics	ICTWEB508 Develop website information architecture	\$390 OR \$140pm x 3 mths = \$420
		ICTWEB506 Develop complex cascading style sheets	
		ICTWEB505 Develop complex web page layouts	
2	Working With Clients	ICTICT515 Verify client business requirements	\$270
		ICTWEB501 Build a dynamic website	
3	Workplace Health & Safety	BSBWHS501 Ensure a safe workplace	\$180
4	ICT Projects	ICTPMG501 Manage ICT Projects	\$195
5	ICT Copyright, Privacy & Ethics	ICTICT418 Contribute to copyright, ethics and privacy in an ICT environment	\$195
6	JavaScript	ICTPRG418 Apply intermediate programming skills in another language	\$210
7	SQL & PHP	ICTPRG406 - Apply introductory object-oriented language skills	\$270
		ICTPRG425 Use structured query language	
8	Web Databases	ICTDBS502 Design a database	\$390 OR \$140pm x 3 mths = \$420
		ICTDBS412 Build a database	
9	Web Libraries & Trends	ICTPRG413 Use a library or pre-existing components	\$210
		ICTWEB516 Research and apply emerging web technology trends	
10	Web Security	ICTWEB509 Use site server tools for transaction management	\$360 OR \$130pm x 3 mths = \$390
		ICTPRG507 Implement security for applications	
11	Web Sessions & Project	ICTWEB503 Create web-based programs	\$390 OR \$140pm x 3 mths = \$420
		ICTWEB502 Create dynamic web pages	
		ICTDBS504 Integrate database with a website	
Other			

\$3,060

PROFESSIONAL COURSE in DIGITAL INTERACTIVE GAMING

This course is not assessed but can be completed for Professional Development purposes.

The content is mapped to the Diploma of Digital and Interactive Games, based on the Unity game engine.

	Subject Title	Assessment (on submission)
1	Introduction to Game Design	Not Assessed
2	Critical Thinking in Game Design	Not Assessed
3	Game Design Theory	Not Assessed
4	Story & Game Creation	Not Assessed
5	System Dynamics & Scripting Fundamentals	Not Assessed
6	Game Development Tools, Functions & Properties	Not Assessed
7	Interfaces, Environments, Asset Management and Animation	Not Assessed
8	Physics & Build Process	Not Assessed
9	Constructs of Game Design	Not Assessed
10	Principles of Cameras and Lighting in Game Environment	Not Assessed
11	Principles of Sound & Audio for Gamers	Not Assessed
12	Strategic Game Development Techniques and Concepts	Not Assessed
13	Principles of Quality & Functionality Assurance in Game Development	Not Assessed
14	Principles of Versioning and Game Release	Not Assessed
Other		
This is a Professional Development course. There are no assessments or qualification issuance.		