



Master of Information Technology

The Master of Information Technology equips students with advanced IT skills and the ability to engage at the cutting edge of global technology solutions.

About the course

The course is designed for students and professionals who have a tertiary degree and who seek to develop specialist skills in computing and software engineering. It is ideal for students and professionals who wish to change direction or expand their skillset to pursue a career in IT.

Graduates of this course will have the knowledge and skills to anticipate the changing direction of IT and evaluate and communicate the effectiveness of new technologies in order to help an organisation achieve its goals and objectives.

The course has a strong emphasis on the application of contemporary and emerging technologies, including cloud and high performance computing, agile

web development and software project design and management.

Students will develop computer programs in a number of contemporary scripting and programming languages and will apply logical and critical thinking skills to harness existing technologies to manage and analyse large data sets.

Students will also be introduced to other fundamental pillars of IT, including network and web-based systems and their security, and human-computer interaction.

As information technology is a continuously and rapidly evolving field, the course provides students with current computing knowledge as well as the ability to acquire information about future technology trends.

The course will be presented by members of UWA's Big Data Processing and Mining and Real-time Optimisations, Scheduling and Logistics research group, and includes guest lectures from industry.

Fast facts

UWA is ranked among the top 1% of universities in the world in the Academic Ranking of World Universities

UWA is the only Western Australian member of the Group of Eight – a coalition of prestigious, research-intensive Australian universities

The average starting salary for UWA engineering and technology graduates is \$69,126 considerably higher than the national average of \$64,202 (Good Universities Guide)

Project work

During a team-based design project, students will apply their knowledge to real-world design challenges. The course's project work has a professional focus and provides access to industry mentors, identified through consultation with the Faculty's Industry Advisory Panel.

Course structure

Core units

- Open Source Tools and Scripting
- Software Testing and Quality Assurance
- Software Processes
- Cloud Computing
- The Internet of Things
- Software Engineering Design Project 1
- Software Engineering Design Project 2
- Project Management and Engineering Practice

Students with prior studies in a non-IT area will also take the following:

- Relational Database Management Systems
- Problem Solving and Programming

Electives

Students choose at least two units from this list:

- Introduction to Data Science
- Software Requirements for Design
- Data Warehousing
- Agile Web Development
- High Performance Computing

Students choose remaining units from this list:

- Advanced Data Mining
- Digital and Embedded Systems
- Geographic Information Systems Applications
- Risk, Reliability and Safety
- Robotics
- Models for Logistics, Operations and Services
- Business Intelligence
- Data Analysis and Decision Making

Delivery

For students with prior studies in a non-IT area, the standard course duration is two years of full-time study or the equivalent in part-time study. For students with prior studies in an IT area, the course duration is 1.5 years or part-time equivalent.

The mode of assessment is coursework and 12-16 units will be completed in order to obtain this degree. The course has intake periods in February and July.

Admission requirements

To be considered for admission to this course an applicant must have:

- A bachelor's degree, completed with a weighted average mark of at least 65 per cent, or equivalent; and
- Prior studies in mathematics equivalent to at least WACE Mathematics 2C/2D, or equivalent as recognised by UWA; and
- Be able to meet the University's required level of English Language Competency (visit studyat.uwa.edu.au/elc).

How to apply

For information about the application process, both domestic and international applicants should refer to the Future Students website at: **study.uwa.edu.au/how-to-apply/lodging-your-application**

International students should also visit **international.uwa.edu.au/students/esos** for more information about the study environment, course fees and refund policy, support services and schooling obligations for dependent children.

Course enquiries

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“UWA is among the top universities of the world and has a very credible profile in computer science/IT. My time at UWA helped me to learn technical skills and provided me with a broad perspective on the IT industry. During my course, I was exposed to a varied range of subjects and enjoyed mentoring from academic staff and IT industry professionals. Currently, I am working as a software developer where I build and maintain systems to manage students and courses. Opportunities in this field are boundless and I aspire to build a software company which will help to make the world a better place.”

Atul Kumar

UWA graduate and Software Developer at Navitas

This publication should be treated as a general guide only. For further information, contact the UWA Faculty of Engineering and Mathematical Sciences.