

# STUDY ABROAD UNITS

## Undergraduate – Semester 1, 2020

Please note that some units may not be available for exchange and study abroad students. Units will be assessed at time of application.

### ARTS AND HUMANITIES

ADVERTISING	
<a href="#">ADV10001</a>	Principles of Advertising
<a href="#">ADV20001</a>	Advertising Issues: Regulation, Ethics & Cultural Considerations
<a href="#">ADV30001</a>	Advertising Media Planning and Purchasing
ARTS	
<a href="#">ART10002</a>	Grand Challenges: Dystopian Present-Utopian Futures
<a href="#">ART30001</a>	The Grand Challenges
<a href="#">LIN10001</a>	Introduction to Languages
CHINESE LANGUAGE	
<a href="#">CHI10005</a>	Introductory Chinese A
<a href="#">CHI20001</a>	Intermediate Chinese A
<a href="#">CHI20004</a>	Chinese for Business
<a href="#">CHI30006</a>	Readings in Modern Chinese Literature
CRIMINOLOGY	
<a href="#">CRI20001</a>	Policing: Systems and Practice
<a href="#">CRI30010</a>	Youth Justice and Crime
HISTORY	
<a href="#">HIS10003</a>	Global History
<a href="#">HIS30002</a>	Gender and History
<a href="#">HIS30007</a>	War and Peace in the 20 <sup>th</sup> Century
<a href="#">HIS30012</a>	History, Politics and Human Rights
AUSTRALIAN INDIGENOUS STUDIES	
<a href="#">INS10001</a>	Connecting with Culture: Indigenous Australian Experiences
<a href="#">INS20004</a>	Resistance, Activism and Empowerment
<a href="#">INS30001</a>	Indigenous Enterprise and Entrepreneurship
<a href="#">INS30003</a>	Contemporary Communities
ITALIAN LANGUAGE	
<a href="#">ITA10003</a>	Introductory Italian A
<a href="#">ITA20009</a>	Intermediate Italian A

<b>JOURNALISM</b>	
<a href="#">JOU10004</a>	News Writing
<a href="#">JOU10007</a>	Media Content Creation
<a href="#">JOU20002</a>	Reporting Public Forums
<a href="#">JOU20006</a>	Media, Law and Ethics
<a href="#">JOU20007</a>	Media Production
<a href="#">JOU30001</a>	Investigative Journalism
<a href="#">JOU30011</a>	Specialist Reporting
<b>JAPANESE LANGUAGE</b>	
<a href="#">JPN10013</a>	Introductory Japanese A
<a href="#">JPN20013</a>	Intermediate Japanese A
<a href="#">JPN30019</a>	Advanced Japanese A
<b>LITERATURE</b>	
<a href="#">LIT10002</a>	Writing Fiction
<a href="#">LIT20001</a>	Reading, Writing and Criticism
<a href="#">LIT20002</a>	Australian Writing and Cultural Change
<a href="#">LIT20004</a>	Exploring Iconic Texts
<b>PHILOSOPHY</b>	
<a href="#">PHI10001</a>	History of Ideas
<a href="#">PHI10002</a>	Introduction to Philosophy
<a href="#">PHI10003</a>	Critical Thinking
<a href="#">PHI20001</a>	Environmental Philosophy
<a href="#">PHI30008</a>	Ethics
<b>POLITICS</b>	
<a href="#">POL10001</a>	Australian Politics
<a href="#">POL20009</a>	Dictators and Democrats: Comparative Politics
<a href="#">POL20010</a>	International Relations and Security Studies
<a href="#">POL20011</a>	Conflict Resolution
<a href="#">POL30009</a>	Critical Perspectives On Terrorism
<a href="#">POL30017</a>	European Union
<a href="#">POL30018</a>	Cyber Crime and Security
<b>PROFESSIONAL WRITING AND EDITING</b>	
<a href="#">PWR10002</a>	Editing for Writers
<a href="#">PWR30002</a>	Novel Writing
<b>SOCIOLOGY</b>	
<a href="#">SOC10004</a>	Sociological Foundations
<a href="#">SOC10012</a>	Global Perspectives on Modernity
<a href="#">SOC20003</a>	Families, Relationships and Sexuality
<a href="#">SOC20013</a>	Race, Ethnicity and Migration
<a href="#">SOC30013</a>	Global Gender and Sex
<a href="#">SOC30016</a>	Technology, Bodies and the Lifecourse
<a href="#">SOC30019</a>	Social Science Research Methods
<b>SOCIAL SCIENCES</b>	
<a href="#">LIN10001</a>	Introduction to Languages

## AVIATION

<a href="#">AVA10001</a>	Introduction to Aviation
<a href="#">AVA10005</a>	Aviation Regulation and Operations
<a href="#">AVA20001</a>	Human Factors and Performance in Aviation
<a href="#">AVA20002</a>	Airport Planning, Operation and Management
<a href="#">AVA20004</a>	Internal Combustion and Gas Turbine Engines
<a href="#">AVA20005</a>	Aircraft Structures
<a href="#">AVA20007</a>	Current and Future Airline Technological Operational Concept
<a href="#">AVA20009</a>	Airspace Management & Air Traffic Services
<a href="#">AVA20010</a>	Aviation Legal Framework
<a href="#">AVA30003</a>	Flight Operations for Managers
<a href="#">AVA40001</a>	Aviation Research Topics
<a href="#">AVA40002</a>	Aviation Honours Project Part 1
<a href="#">AVA40004</a>	Aviation Research Project Part 1 (Only if student is studying for 12 months)
<a href="#">AVA40006</a>	Aviation Business Research Project 1 (Only if student is studying for 12 months)

## BUILT ENVIRONMENT AND ARCHITECTURE

ARCHITECTURE	
<a href="#">ARC10003</a>	Contexts of Architectural History
<a href="#">ARC20001</a>	Architectural Design Studio 2 (Construction)
<a href="#">ARC20004</a>	Architectural Engineering Studio 2
<a href="#">ARC30001</a>	Architectural Design Studio 4 (Construction)
<a href="#">ARC30003</a>	Architectural Communication 2
<a href="#">DIA10001</a>	Construction 1: Building Systems and Materials
<a href="#">DIA10005</a>	Interior Architecture Communication
<a href="#">DIA20001</a>	Construction 2: Building Services and Documentation Packages
<a href="#">DIA20003</a>	Interior Architecture Digital Documentation 1
<a href="#">DIA20004</a>	Interior Architecture Studio 2: Place, Space and Human Experience
<a href="#">DIA20005</a>	Interior Architecture Studio 3: Design Exploration
<a href="#">DIA30002</a>	Interior Architecture Digital Documentation 2
<a href="#">DIA30004</a>	Interior Architecture Studio 4 - Sustainability
<a href="#">DIA30005</a>	Philosophy of Interior Architecture
<a href="#">DIA40001</a>	Capstone: Interior Architecture Practice 1
<a href="#">DID10001</a>	Product Visualisation 1: 2D and 3D Exploration
<a href="#">DID10003</a>	Product CAD: 3D Modelling
<a href="#">DID10006</a>	Materials, Finishes and Form
<a href="#">DID10007</a>	Design Ethnography
<a href="#">DID20001</a>	Design Psychology and Emotion Studio
<a href="#">DID20002</a>	Design for Manufacture 1: Materials and Processes
<a href="#">DID20007</a>	Product Visualisation 2: Digital Sketching
<a href="#">DID20008</a>	Product Visualisation 3: Surface Modelling and Rendering

<a href="#">DID30001</a>	Design for Manufacture 2: Advanced Manufacture
<a href="#">DID30003</a>	Products in Context: Theories of Industrial Design
<a href="#">DID30005</a>	Innovation Design Studio Capstone – Research
<a href="#">DID30007</a>	Strategic Design Innovation
<a href="#">DID40001</a>	Capstone: Industrial Design major Project 1
<b>INTERIOR AND INDUSTRIAL DESIGN</b>	
<a href="#">DPD20001</a>	Product CAD
<a href="#">DPD20002</a>	Product Design Engineering Studio
<a href="#">DPD30001</a>	Advanced Product Design
<a href="#">DPD40002</a>	Global Design

## **BUSINESS**

<b>ACCOUNTING</b>	
<a href="#">ACC10007</a>	Financial Information for Decision Making
<a href="#">ACC10008</a>	Financial Information Systems
<a href="#">ACC20007</a>	Management Accounting for Planning and Control
<a href="#">ACC20013</a>	Company Accounting
<a href="#">ACC20014</a>	Management Decision Making
<a href="#">ACC30003</a>	Forensic Accounting
<a href="#">ACC30005</a>	Taxation
<a href="#">ACC30008</a>	Accounting theory
<a href="#">ACC30009</a>	Analysis for Competitive Advantage
<a href="#">ACC30010</a>	Auditing
<b>BUSINESS</b>	
<a href="#">BUS10012</a>	Innovative Business Practice
<a href="#">BUS30009</a>	Industry Consulting Project
<a href="#">SCM30002</a>	Understanding Risk Management
<a href="#">BUS30024</a>	Advanced Innovative Business Practice
<b>ECONOMICS</b>	
<a href="#">ECO10004</a>	Economic Principles
<a href="#">ECO20003</a>	Managerial Economics and Strategy
<a href="#">ECO20004</a>	Macroeconomic Policy
<a href="#">ECO30002</a>	Economic Policy in Society
<b>ENTREPRENEURSHIP</b>	
<a href="#">ENT10001</a>	Entrepreneurship and Opportunity
<a href="#">ENT10002</a>	Creativity and Innovation
<a href="#">ENT20006</a>	Lean Start-up Springboard
<a href="#">ENT30010</a>	Contemporary Issues in Entrepreneurship and Innovation
<b>FINANCE</b>	
<a href="#">FIN10002</a>	Financial Statistics
<a href="#">FIN10003</a>	Principles of Financial Planning
<a href="#">FIN20013</a>	Banking Operations and Governance
<a href="#">FIN20014</a>	Financial Management
<a href="#">FIN20015</a>	Ethics and Client Relationships
<a href="#">FIN30013</a>	International Trade and Finance

<a href="#">FIN30014</a>	Financial Risk Management
<a href="#">FIN30016</a>	Management of Investment Portfolios
<a href="#">FIN30019</a>	Retirement and Estate Planning
<b>HUMAN RESOURCE MANAGEMENT</b>	
<a href="#">HRM10003</a>	Human Resource Management
<a href="#">HRM20016</a>	Dynamics of Diversity in Organisations
<a href="#">HRM20017</a>	Managing Workplace Relations
<a href="#">HRM20020</a>	Performance Management and Innovation
<a href="#">HRM30002</a>	International Human Resource Management
<b>INTERNATIONAL BUSINESS</b>	
<a href="#">INB10002</a>	Foundations of International Business
<a href="#">INB20007</a>	Global Business Cultures
<a href="#">INB20009</a>	Managing the Global Marketplace
<a href="#">INB30013</a>	International Finance and Law
<b>BUSINESS INFORMATION SYSTEMS</b>	
<a href="#">INF10002</a>	Database, Analysis and Design
<a href="#">INF10003</a>	Introduction to Business Information Systems
<a href="#">INF20003</a>	Requirements Analysis and Modelling
<a href="#">INF30003</a>	Business Information Systems Analysis
<a href="#">INF30004</a>	Business Intelligence and Data Visualisation
<a href="#">INF30011</a>	Database Implementation
<a href="#">INF30020</a>	Information Systems Risk and Security
<a href="#">INF30027</a>	Business Information Systems Industry Project
<a href="#">INF30029</a>	Information Technology Project Management
<a href="#">INF30030</a>	Business Analytics
<b>MANAGEMENT</b>	
<a href="#">MGT10001</a>	Introduction to Management
<a href="#">MGT30005</a>	Strategic Planning in Dynamic Environments
<b>HUMAN RESOURCE MANAGEMENT</b>	
<a href="#">HRM10003</a>	Human Resource Management
<a href="#">HRM20016</a>	Dynamics of Diversity in Organisations
<a href="#">HRM20017</a>	Managing Workplace Relations
<a href="#">HRM20020</a>	Performance Management & Innovation
<a href="#">HRM30002</a>	International Human Resource Management
<b>MARKETING</b>	
<a href="#">MKT10007</a>	Fundamentals of Marketing
<a href="#">MKT20019</a>	Marketing Research
<a href="#">MKT20021</a>	Integrated Marketing Communication
<a href="#">MKT20023</a>	Marketing Channel Design and Integration
<a href="#">MKT20024</a>	Product and Service Innovation Management
<a href="#">MKT20025</a>	Consumer Behaviour
<a href="#">MKT20031</a>	Marketing and Innovation
<a href="#">MKT20032</a>	Frontiers in Digital Marketing
<a href="#">MKT30015</a>	Marketing and Communication Information and Decision Making
<a href="#">MKT30016</a>	Marketing Strategy and Planning

<a href="#">MKT30017</a>	Branding, Innovation and Design
<a href="#">MKT30018</a>	Marketing Insights
<b>ORGANISATIONAL BUSINESS</b>	
<a href="#">ORG20002</a>	Business and Society
<a href="#">ORG20003</a>	Organisational Behaviour
<a href="#">ORG30002</a>	Leadership in Context
<a href="#">ORG30003</a>	Sustainable Organisational Design
<b>PUBLIC RELATIONS</b>	
<a href="#">PUB20002</a>	Public Relations Theory and Practice
<a href="#">PUB20003</a>	Public Relations Writing
<a href="#">PUB30001</a>	Events Management

## DESIGN

<b>BRANDED ENVIRONMENTS</b>	
<a href="#">DBE30001</a>	Innovation and Technology in the Branded Environment
<a href="#">DBE30002</a>	Branded Environment Design Studio 1
<b>DESIGN</b>	
<a href="#">DCO10001</a>	Concepts and Narratives
<a href="#">DCO10002</a>	Digital Design
<a href="#">DCO10003</a>	Packaging Design
<a href="#">DCO10004</a>	Photography for Design
<a href="#">DCO10005</a>	Typography
<a href="#">DCO10007</a>	Visual Communication Studio
<a href="#">DCO20001</a>	Brand and Identity Design
<a href="#">DCO20003</a>	Information Design
<a href="#">DCO20004</a>	Web Design
<a href="#">DCO20009</a>	Typography for Print and Interactive Publication
<a href="#">DCO30001</a>	Communication Design Capstone Project
<a href="#">DCO30002</a>	Design for Production
<a href="#">DCO30011</a>	Industry Workshops
<a href="#">DCO30017</a>	Communication Design Strategy
<a href="#">DDD10001</a>	20th Century Design
<a href="#">DDD10006</a>	Introductory Design Studio
<a href="#">DDD20003</a>	Exhibition Design
<a href="#">DDD20004</a>	Contemporary Design Issues
<a href="#">DDD20009</a>	Photography and Art Direction
<a href="#">DDD20012</a>	Experimental Image-Making Processes
<a href="#">DDD20015</a>	Interaction Design for Web
<a href="#">DDD20022</a>	3D Modelling for Objects and Environments
<a href="#">DDD20023</a>	3D Character Modelling
<a href="#">DDD30004</a>	Furniture Design
<a href="#">DDD30006</a>	Design Thinking
<a href="#">DDD30011</a>	Compositing for Visual Effects
<a href="#">DDD30013</a>	Publication Design

<a href="#">DDD30015</a>	Visual Storytelling
<a href="#">DDD30019</a>	Web Marketing and Advanced Usability
<a href="#">DDD30021</a>	Digital Video Compositing
<a href="#">DDD30028</a>	3D Character Design and Animation
<a href="#">DDD30039</a>	Industry Projects
<a href="#">DDD40004</a>	DFM: Global Innovation & Interdisciplinary Collaboration 2
<a href="#">DDD40006</a>	DFM: Design for Science & Technology 2
<a href="#">DDD40007</a>	Industry Engagement and the Problem Solving Space
<a href="#">DDD40012</a>	DFM Toolbox: Innovation and Interdisciplinary Collaboration 1
<a href="#">DDD40014</a>	Advanced Industry Projects
<b>DIGITAL MEDIA DESIGN</b>	
<a href="#">DDM10005</a>	Imaging for Narrative and Storyboards
<a href="#">DDM10006</a>	Typography for Screen and Motion
<a href="#">DDM20003</a>	Digital Video Camera Techniques
<a href="#">DDM30001</a>	Digital Media Design Capstone Project
<a href="#">DDM30005</a>	Digital Media Design New Technologies
<b>DESIGN FACTORY</b>	
<a href="#">DES20057</a>	Toolbox for Prototyping and Interdisciplinary Collaboration
<a href="#">DES30066</a>	Innovation Challenge Project

## **EDUCATION**

<a href="#">EDU10002</a>	Understanding Language and Literacy
<a href="#">EDU10003</a>	The World of Maths
<a href="#">EDU10004</a>	Theories of Teaching and Learning
<a href="#">EDU10005</a>	Indigenous Education and Perspectives
<a href="#">EDU20001</a>	Developing Literacy
<a href="#">EDU20002</a>	Mathematics in Practice
<a href="#">EDU20005</a>	Sustainable Education and Perspectives
<a href="#">EDU20014</a>	Social and Emotional Learning
<a href="#">EDU30002</a>	Science and Technology
<a href="#">EDU30005</a>	Understanding and Supporting Inclusion
<a href="#">EDU30006</a>	Families, Community and Citizenship
<a href="#">EDU30009</a>	Mathematics in the Primary Classroom
<a href="#">EDU30013</a>	Supporting Diversity and Equity
<a href="#">EDU30014</a>	Health and Physical Education
<a href="#">EDU30063</a>	Teaching English
<a href="#">EDU40001</a>	The Healthy and Active Child
<a href="#">EDU40002</a>	Play and Environment
<a href="#">EDU40007</a>	Integrated Studies
<a href="#">EDU40011</a>	Teaching the Humanities

## ENGINEERING

<a href="#">ENG10001</a>	Engineering, Design and Innovation
<a href="#">ENG10002</a>	Engineering Materials
<a href="#">ENG10003</a>	Mechanics of Structures
<a href="#">ENG10004</a>	Digital and Data Systems
<a href="#">MME30001</a>	Engineering Management 1
<a href="#">MME40001</a>	Engineering Management 2
<b>CIVIL AND CONSTRUCTION ENGINEERING</b>	
<a href="#">CSM20002</a>	Design of Temporary Structures
<a href="#">CSM30001</a>	Project and Construction Planning
<a href="#">CSM30003</a>	Construction Quality and Practices
<a href="#">CVE20001</a>	Topographical Engineering
<a href="#">CVE20002</a>	Computer Aided Engineering Civil
<a href="#">CVE20004</a>	Geomechanics
<a href="#">CVE30001</a>	Urban Water Resources
<a href="#">CVE30002</a>	Design of Steel Structures
<a href="#">CVE30003</a>	Transport Engineering
<a href="#">CVE40002</a>	Structural Design of Low Rise Buildings
<a href="#">CVE40008</a>	Final Year Research Project 1 (Civil)
<a href="#">CVE40009</a>	Final Year Research Project 2 (Civil)
<b>ELECTRICAL AND ELECTRONIC ENGINEERING</b>	
<a href="#">EEE20001</a>	Digital Electronics Design
<a href="#">EEE20002</a>	Circuits and Systems
<a href="#">EEE20006</a>	Circuits & Electronics 1
<a href="#">EEE30001</a>	Analogue Electronics 2
<a href="#">EEE30002</a>	Electrical Power Systems
<a href="#">EEE40002</a>	Integrated Circuit Design
<a href="#">EEE40011</a>	Final Year Research Project 1 (BET)
<a href="#">EEE40012</a>	Final Year Research Project 2 (BET)
<a href="#">EEE40014</a>	Hardware-Software Codesign
<b>MECHANICAL ENGINEERING</b>	
<a href="#">MEE20001</a>	Thermodynamics 1
<a href="#">MEE20002</a>	Computer Aided Engineering Mechanical
<a href="#">MEE20003</a>	Fluid Mechanics 1
<a href="#">MEE20004</a>	Structural Mechanics
<a href="#">MEE30001</a>	Materials and Manufacturing 2
<a href="#">MEE30002</a>	Control Engineering
<a href="#">MEE30003</a>	Machine Design
<a href="#">MEE40003</a>	Machine Dynamics 2
<a href="#">MEE40005</a>	Human Factors
<a href="#">MEE40008</a>	Final Year Research Project 1 (Mechanical)
<a href="#">MEE40009</a>	Final Year Research Project 2 (Mechanical)
<b>PRODUCT DESIGN ENGINEERING</b>	
<a href="#">PDE40002</a>	Final Year Research Project 1 (PDE)
<b>ROBOTICS AND MECHATRONICS</b>	



<a href="#">RME30002</a>	Control & Automation
<a href="#">RME40005</a>	Final Year Research Project 1 (Robotics and Mechatronics)
<a href="#">RME40006</a>	Final Year Research Project 2 (Robotics and Mechatronics)
<b>SOFTWARE DEVELOPMENT AND ENGINEERING</b>	
<a href="#">SWE20001</a>	Development Project 1 - Tools and Practices
<a href="#">SWE20004</a>	Technical Software Development
<a href="#">SWE30003</a>	Software Architectures and Design
<a href="#">SWE30010</a>	Development Project 2 - Design, Planning and Management
<a href="#">SWE30011</a>	IoT Programming
<a href="#">SWE40001</a>	Software Engineering Project A
<b>TELECOMMUNICATIONS AND NETWORK ENGINEERING</b>	
<a href="#">TNE10005</a>	Network Administration
<a href="#">TNE10006</a>	Networks and Switching
<a href="#">TNE20002</a>	Network Routing Principles
<a href="#">TNE30003</a>	Communications Principles
<a href="#">TNE30009</a>	Network Security and Resilience
<a href="#">TNE30012</a>	Secure Remote Access Networks
<a href="#">TNE30018</a>	Enterprise Network Server Administration
<a href="#">TNE30019</a>	Unix for Telecommunications
<a href="#">TNE30023</a>	Advanced Switching
<a href="#">TNE40001</a>	Broadband Multimedia Networks

## FILM AND TELEVISION

<b>DIGITAL CONTENT</b>	
<a href="#">DIG10003</a>	Digital Content Management
<a href="#">DIG10007</a>	Introduction to Digital Imaging
<a href="#">DIG20001</a>	Digital Narratives
<a href="#">DIG20005</a>	User Experience Design
<a href="#">DIG30001</a>	Digital Marketing Project 1
<a href="#">DIG30003</a>	Advertising Technology
<b>FILM AND TELEVISION</b>	
<a href="#">FTV10003</a>	Screen Literacy and Contemporary Cinema
<a href="#">FTV10004</a>	Scriptwriting and Directing: Short Narrative Film
<a href="#">FTV10005</a>	Sound Design and Acquisition
<a href="#">FTV10007</a>	Postproduction and Editing
<a href="#">FTV10008</a>	Production Techniques
<a href="#">FTV20002</a>	Cinematography and Lighting: Film Production
<a href="#">FTV20004</a>	Cinematography and Lighting: Broadcast Video
<a href="#">FTV20005</a>	The Australian Screen
<a href="#">FTV20010</a>	Scriptwriting and Directing: Non-Fiction Production
<a href="#">FTV20011</a>	Scriptwriting and Directing: Short Film Production
<a href="#">FTV30005</a>	Hollywood Cinema
<a href="#">FTV30006</a>	Production for Digital Platforms
<a href="#">FTV30014</a>	Major Project: Screen Writing

<a href="#">FTV30016</a>	Sound Design For Screen
<a href="#">FTV30017</a>	Screen Production Capstone: Project Development
<a href="#">FTV40005</a>	Movies and Research Methods
<a href="#">FTV40010</a>	Major Project: Production

## **GAMES AND ANIMATION**

<b>ANIMATION</b>	
<a href="#">ANI10001</a>	Introduction to Animation
<a href="#">ANI10002</a>	2D Production Techniques for Animation
<a href="#">ANI10003</a>	History of Animation
<a href="#">ANI20001</a>	Advanced Character Design for Animation
<a href="#">ANI20002</a>	Writing and Directing for Animation
<a href="#">ANI30001</a>	Major Project: Development & Pre-Production
<b>GAME DESIGN</b>	
<a href="#">GAM10001</a>	Introduction to Game Studies
<a href="#">GAM20001</a>	Introduction to Games Production
<a href="#">GAM20002</a>	Pervasive Game Design Lab
<a href="#">GAM30001</a>	Physics of Games
<a href="#">GAM30002</a>	Games & Interactivity Project 1
<a href="#">GAM30005</a>	Behaviour and Motivation in Games

## **HEALTH**

<b>HEALTH SCIENCE</b>	
<a href="#">HEA10001</a>	Introduction to Health Sciences
<a href="#">HEA10004</a>	Digital Health Foundations
<a href="#">HEA20002</a>	Professional Internship - Health
<a href="#">HEA20009</a>	Health Informatics
<a href="#">HEA40001</a>	Advanced Research Methods in Health Sciences
<a href="#">HEA40002</a>	Honours Research Training
<a href="#">HEP20002</a>	Health Promotion and Disease Prevention
<b>NEUROSCIENCE</b>	
<a href="#">NEU20004</a>	Neurological Monitoring
<a href="#">NEU20006</a>	Neurophysiology
<a href="#">NEU20007</a>	Neuroimaging
<a href="#">NEU30002</a>	Sleep & Attention
<a href="#">NEU30004</a>	Higher Cortical Functions
<a href="#">NEU30007</a>	Advanced Topics in Neuroscience
<a href="#">NEU40001</a>	Neuropsychology Methods
<a href="#">NEU40002</a>	Neuroscience Methods
<b>NUTRITION</b>	
<a href="#">NTR10001</a>	Introduction to Nutrition
<a href="#">NTR20002</a>	Nutrition in the Life Course
<a href="#">NTR20003</a>	Physiology in Medical and Health Sciences

<a href="#">NTR30001</a>	Nutrition for Health Priorities
<b>PUBLIC HEALTH</b>	
<a href="#">PEH20002</a>	Food Science
<a href="#">PEH30002</a>	Evidence and Evaluation in Health Contexts
<a href="#">PEH30003</a>	Safe Food Production
<b>SPORTS SCIENCE</b>	
<a href="#">SPH10010</a>	Introduction to Exercise and Sport Science
<a href="#">SPH20010</a>	Fundamental Principles of Biomechanics
<a href="#">SPH20012</a>	Exercise Physiology 1
<a href="#">SPH20014</a>	Principles of Strength and Conditioning
<a href="#">SPH30001</a>	Exercise and Nutritional Physiology
<a href="#">SPH30010</a>	Exercise, Health and Disease
<a href="#">SPH30014</a>	Industry Project
<a href="#">SPO10002</a>	Introduction to Sports Psychology
<b>STATISTICS, DATA SCIENCE AND EPIDEMIOLOGY</b>	
<a href="#">STA10003</a>	Foundations of Statistics
<a href="#">STA20006</a>	Analysis of Variance and Regression
<a href="#">STA20009</a>	Epidemiology
<a href="#">STA20010</a>	Statistical Computing
<a href="#">STA30003</a>	Health Statistics
<a href="#">STA30004</a>	Data Mining

## **INFORMATION TECHNOLOGY**

<b>COMPUTER SCIENCE</b>	
<a href="#">COS10003</a>	Computer & Logic Essentials
<a href="#">COS10005</a>	Web Development
<a href="#">COS10009</a>	Introduction to Programming
<a href="#">COS10011</a>	Creating Web Applications
<a href="#">COS10022</a>	Introduction to Data Science
<a href="#">COS20001</a>	User-Centred Design
<a href="#">COS20007</a>	Object Oriented Programming
<a href="#">COS20012</a>	Data Communications and Security
<a href="#">COS20019</a>	Cloud Computing Architecture
<a href="#">COS30002</a>	Artificial Intelligence for Games
<a href="#">COS30008</a>	Data Structures and Patterns
<a href="#">COS30019</a>	Introduction to Artificial Intelligence
<a href="#">COS30020</a>	Web Application Development
<a href="#">COS30041</a>	Creating Secure and Scalable Software
<a href="#">COS30043</a>	Interface Design and Development
<a href="#">COS30045</a>	Data Visualisation
<a href="#">COS40003</a>	Concurrent Programming
<b>INFORMATION AND COMMUNICATION TECHNOLOGY</b>	
<a href="#">ICT30001</a>	Information Technology Project
<a href="#">ICT30010</a>	e-Forensic Fundamentals

<a href="#">ICT40001</a>	Honours Research Project
<a href="#">ICT40003</a>	Honours Research Project A
<a href="#">ICT40004</a>	Honours Research Project B
<a href="#">ICT40005</a>	Research Methods
<a href="#">ICT40010</a>	Research Report A
<a href="#">ICT40011</a>	Research Report B

## LAW

<a href="#">LAW10004</a>	Introduction to Business Law
<a href="#">LAW10010</a>	Introduction to Australian Law & Statutory Interpretation
<a href="#">LAW10011</a>	Contract Law
<a href="#">LAW10014</a>	Torts
<a href="#">LAW10015</a>	Criminal Law & Procedure
<a href="#">LAW10024</a>	Criminal law & Processes
<a href="#">LAW20013</a>	Property Law
<a href="#">LAW20019</a>	Law of Commerce
<a href="#">LAW30002</a>	Finance Law

## MEDIA AND COMMUNICATION

### COMMUNICATIONS

<a href="#">COM10007</a>	Professional Communication Practice
<a href="#">COM30002</a>	Professional Practice: Client and Agency Management

### MEDIA STUDIES

<a href="#">MDA10001</a>	Introduction to Media Studies
<a href="#">MDA10003</a>	Screen Studies, Movies, Television, and Ourselves
<a href="#">MDA10008</a>	Global Media Industries
<a href="#">MDA20009</a>	Digital Communities
<a href="#">MDA20010</a>	The Media in Australia
<a href="#">MDA30006</a>	Media and Communications Project A
<a href="#">MDA30009</a>	Radio, Audio and Podcasting
<a href="#">MDA30016</a>	Screen Technology and Culture
<a href="#">MDA30017</a>	Media Analytics and Visualisation
<a href="#">MDA30019</a>	Sound and the Screen

### PUBLIC RELATIONS

<a href="#">PUB20002</a>	Public Relations Theory and Practice
<a href="#">PUB20003</a>	Public Relations Writing
<a href="#">PUB30001</a>	Events Management

## PSYCHOLOGY

<a href="#">PSY10003</a>	Psychology 100
<a href="#">PSY20007</a>	Developmental Psychology
<a href="#">PSY20011</a>	Human Factors Psychology
<a href="#">PSY30003</a>	Psychology Project
<a href="#">PSY30008</a>	Psychology of Personality
<a href="#">PSY30014</a>	Applied Social Psychology
<b>SPORTS PSYCHOLOGY</b>	
<a href="#">SPO10002</a>	Introduction to Sports Psychology

## SCIENCE

<a href="#">NPS30001</a>	Research Skills Project
<a href="#">NPS30002</a>	Research Skills in Science
<a href="#">NPS30003</a>	Grand Challenges in Science
<a href="#">NPS40007</a>	Honours Project A
<a href="#">NPS40008</a>	Honours Project B
<a href="#">NPS40010</a>	Research and Professional Skills

### BIOCHEMISTRY

<a href="#">BCH20002</a>	Introduction to Biochemistry
<a href="#">BCH30003</a>	Advanced Biochemistry
<a href="#">BCH40002</a>	Honours Lectures Part A
<a href="#">BCH40003</a>	Advanced Lectures Part B

### BIOLOGY

<a href="#">BIO10001</a>	Concepts of Biology
<a href="#">BIO10004</a>	Anatomy and Physiology
<a href="#">BIO20002</a>	The Microbial World

### BIOMEDICAL SCIENCES

<a href="#">BME40004</a>	Medical and Regulatory Practice
<a href="#">MBP10001</a>	Technology & Data Acquisition
<a href="#">MBP20009</a>	Medical Imaging Systems
<a href="#">MBP20011</a>	Clinical Practicum 1 - Neuro
<a href="#">MBP30007</a>	Physiological Signals

### CHEMISTRY

<a href="#">CHE10001</a>	Chemistry 1
<a href="#">CHE10002</a>	Chemistry 2
<a href="#">CHE10004</a>	Introduction to Chemistry
<a href="#">CHE20006</a>	Analytical and Forensic Chemistry
<a href="#">CHE20009</a>	Spectroscopy and Instrumentation
<a href="#">CHE30005</a>	Advanced Analytical Chemistry
<a href="#">CHE30009</a>	Surface and Colloid Chemistry
<a href="#">CHE40003</a>	Chemistry Honours Lectures Part A
<a href="#">CHE40004</a>	Chemistry Honours Lectures Part B

### FORENSIC SCIENCE

<a href="#">FOR10001</a>	Introduction to Forensic Psychology
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MATHEMATICS	
<a href="#">MTH00007</a>	Preliminary Mathematics
<a href="#">MTH10008</a>	Aviation Mathematics
<a href="#">MTH10012</a>	Calculus and Applications
<a href="#">MTH10013</a>	Linear Algebra and Applications
<a href="#">MTH20010</a>	Mathematics 3A
<a href="#">MTH20014</a>	Mathematics 3B
<a href="#">MTH30003</a>	Numerical and Computational Mathematics
PHYSICS	
<a href="#">PHY10001</a>	Energy and Motion
<a href="#">PHY10002</a>	Introduction to Physics
<a href="#">PHY10004</a>	Electronics and Electromagnetism
<a href="#">PHY20004</a>	Modern Optics
<a href="#">PHY20007</a>	Physics 2A
<a href="#">PHY30001</a>	Photonics & Fibre Optics
<a href="#">PHY30003</a>	Thermal Physics and Statistical Mechanics
<a href="#">PHY40001</a>	Electromagnetic Waves
<a href="#">PHY40009</a>	Physics Honours Lectures
<a href="#">PHY40010</a>	Physics Honours Advanced Lectures
ENVIRONMENTAL	
<a href="#">ENV30001</a>	Environmental Biology
<a href="#">ENV30003</a>	Environmental Management