

## Graduate Diploma of Information Technology (Faculty of Sciences) (GDTI) - GradDipTI

CRICOS code (International applicants): 008698G

	On-campus	Distance education
<b>Semester intake:</b>	Semester 1 (March) Semester 2 (July)	Semester 1 (March) Semester 2 (July) Semester 3 (November)
<b>Campus:</b>	Toowoomba	-
<b>Fees:</b>	Domestic full fee paying place International full fee paying place	Domestic full fee paying place International full fee paying place
<b>Standard duration:</b>	1 year full-time, 4 years part-time	
<b>Program articulation:</b>	To: <a href="#">Master of Computing</a> ; <a href="#">Master of Information Technology (Professional) (Faculty of Sciences)</a>	

### Contact us

Future Australian and New Zealand students	Future International students	Current students
<a href="#">Ask a question</a> Freecall (within Australia): 1800 640 678 Phone (from outside Australia): +61 7 4631 5315 Email: <a href="mailto:studysci@usq.edu.au">studysci@usq.edu.au</a>	<a href="#">Ask a question</a> Phone: +61 7 4631 5543 Email: <a href="mailto:international@usq.edu.au">international@usq.edu.au</a>	<a href="#">Ask a question</a> Freecall (within Australia): 1800 007 252 Phone (from outside Australia): +61 7 4631 2285 Email: <a href="mailto:usqassist@usq.edu.au">usqassist@usq.edu.au</a>

### Program focus

The Graduate Diploma of Information Technology provides professional qualifications in computing for graduates from disciplines other than computing or information systems.

### Professional accreditation

This program is accredited by the [Australian Computer Society](#).

### Program aims

The Graduate Diploma of Information Technology will provide additional professional qualifications in computing for graduates from disciplines other than Computing. It is a vocationally and academically oriented program emphasising the resolution of technological problems leading to the effective management and analysis of information in both private and public sectors. Graduates should have a strong understanding of relevant major academic disciplines and possess knowledge and skills in problem resolution that will enable them to work effectively in their chosen area or specialisation.

Achievement of the objectives of the student's area of specialisation will result in a graduate of high academic standard who is capable of competing for employment in a chosen professional area and pursuing career development in that or other related areas.

### Program objectives

The objectives of the Graduate Diploma of Information Technology are to enable graduates to:

- work as a professional in the Information Technology industry
- acquire specific knowledge and skills in information technology which are relevant to their disciplines and careers
- become better problem-solvers and innovative thinkers, who are able to learn new skills independently and efficiently and consequently to succeed in a competitive professional environment
- identify information needs appropriate to their area of specialisation, and apply the techniques required to gather and interpret such information
- demonstrate skills in the analysis and determination of technological issues at management level
- identify, analyse and solve problems in one or more areas of technology by selecting and using either quantitative or qualitative techniques appropriate to the resolution of technological problems
- satisfy academic admission requirements for membership of relevant professional bodies
- understand and act within the ethics of their profession and the need for a commitment to that profession.

## Admission requirements

Entrants to the Graduate Diploma of Information Technology must either:

- hold a Bachelor's degree from an Australian university in a non-computing discipline
- hold a degree of a recognised university in a non-computing discipline, or
- have an approved qualification at least equivalent to the above.

## International Applicants

International applicants must have met the [University's English language](#) requirements or have completed the [University's ELICOS/UNIPREP programs](#) .

## How to apply

### Domestic students

[Application for postgraduate programs](#) may be made directly to USQ. You should ensure you submit your application by the [closing dates](#).

### International students

This program is offered to international students. An international student is a person who is not an Australian or New Zealand citizen and not an Australian permanent resident. Please refer to [USQ International](#) for information about entry requirements, visa arrangements and how to apply.

## Program fees

### Domestic full fee paying place

Domestic full fee paying places are funded entirely through the full fees paid by the student. [Full fees](#) vary depending on the courses that are taken. You are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Domestic full fee paying students may be eligible to defer their fees through a Government loan called [FEE-HELP](#).

### International full fee paying place

International students pay [full fees](#). Full fees vary depending on the courses that are taken and whether they are studied on-campus, via distance education/online. You are able to calculate the fees for a particular course via the [Course Fee Finder](#).

## Program structure

The Graduate Diploma consists of eight courses each of one unit. The following four courses must be completed:

[CIS1000 Information System Concepts](#)

[CSC1401 Foundation Programming](#)

## CSC2407 Introduction to Software Engineering

## MAT1101 Discrete Mathematics for Computing

The remaining four courses must be chosen from the following list. At least two courses must be from Level Three.

Enrolment requirements should be taken as a guide to the assumed knowledge required for the course. It is the student's responsibility to ensure that they have the assumed knowledge for a course before enrolling in that course.

Course	Semester	
	ONC	EXT
<a href="#">CIS3001 Object-Oriented Programming with Java</a>	1	1
<a href="#">CSC2401 Algorithms and Data Structures</a>	1	1
<a href="#">CSC2402 Object-Oriented Programming in C++</a>	1	1
<a href="#">CSC2404 Operating Systems</a>	2	2
<a href="#">CSC2406 Web Publishing</a>	1	1,3
<a href="#">CSC2408 Software Development Tools</a>	1	1,3
<a href="#">CSC2409 High Performance Numerical Computing</a>	1	1
<a href="#">CSC3400 Database Systems</a>	1	1
<a href="#">CSC3403 Comparative Programming Languages</a>	1	1
<a href="#">CSC3407 Network Fundamentals and Routing</a>	1	1,3
<a href="#">CSC3412 System and Security Administration</a>	2	2
<a href="#">CSC3413 Network Design and Analysis</a>	2	2
<a href="#">CSC3419 XML and the Web</a>	2	2
<a href="#">CSC3418 Computer Games Programming</a>	2	2
<a href="#">CSC3427 Switching, Wireless and WAN Technologies</a>	2	2

### Required time limits

Students have a maximum of 4 years to complete this program.

### IT requirements

Students should visit the USQ [Recommended Hardware](#) and [Recommended Software](#) sites to check that their computers are capable of running the appropriate software and versions of Internet web browsers and to check the minimum and recommended standards for software.

### Recommended enrolment pattern

There is no recommended enrolment pattern for this program. Students should select their own, keeping in mind any course pre-requisites and the requirements to graduate outlined above in the Program Structure. If unsure about a suitable enrolment pattern, students should contact the Program Coordinator.