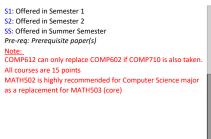
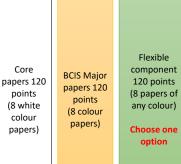
## **Bachelor of Computer and Information Sciences BCIS 2023**

		Digital Services	Networks and Cybersecurity	Software Development	Data Science	Computer Science
Year 1	CORE		C	OMP500 Programming Concepts and Techniques (S1, S2, S.	5)	
		COMP501 Computing Technology in Society (51, S2)				
		DIGD507 Mahi Tahi: Collaborative Practices (51, 52)				
		Choose one: MATH502 Algebra and Discrete Mathematics (S2), or MATH503 Mathematics for Computing (S1, S2, SS)				
		COMP507 IT Project Management (S2)  COMP508 Database System Design (S1, S2)				
		INFS502 Digital Services in IT (S2)		CONFSOR Database System Design (31, 32)		
	MAJOR	INF3502 Digital Services III 11 (32)	COMP504 Networks and Internet (S1)			
			COM 304 Networks and internet (31)	COMP503 Programming 2 (S1, S2)		COMP503 Programming 2 (S1, S2)
				Pre-req: COMP500/ENSE501		Pre-reg: COMP500/ENSE501
					COMP517 Data Analysis (S2)	
Year 2		INFS603 Needs Analysis, Acquisition and Training (S1)	COMP604 Operating Systems (S2) Pre-req:	COMP603 Program Design and Construction (S1, S2)	COMP615 Foundations of Data Science (S1)	COMP610 Data Structures and Algorithms (S1, S2)
		, , , , , , , , , , , , , , , , , , ,	[COMP503/ENSE502/ENSE504] or COMP504	Pre-req: COMP503/COMP610/ENSE502	Pre-req: COMP517	Pre-req: COMP503/ENSE502/ENSE602
		INFS604 Service Modelling (S1)	COMP607 Information Security Technologies (S2) Pre-req: COMP501	COMP610 Data Structures and Algorithms (S1, S2) Pre-req: COMP503/ENSE502/ENSE602	COMP616 Statistics for Data Science (S1) Pre-req: MATH502 or MATH503	COMP611 Algorithm Design and Analysis (S2) Pre-req: COMP610
		INFS605 Microservices (S2)	COMP609 Network and System Administration (S1) Pre-reg: COMP500 and COMP504	COMP602 Software Development Practice (\$1, \$2) Pre-req: COMP603 or COMP610 (or) COMP612 Computer Graphics (\$1) [MATH503 or MATH502] and [COMP603 or COMP610]	STAT603 Forecasting (S2) Pre-req: MATH502 or MATH503	COMP613 Logic and Discrete Structures (\$1) Pre-req: COMP500 and [MATH502 or MATH503]
		COMP603 Program Design and Construction (S1, S2) Pre-req: COMP503/COMP610/ENSE502 (or) COMP607 Information Security Technologies (S2) Pre-req: COMP501	ENEL611 Computer Network Applications (S1) Pre- reg: COMP504 or ENEL504	COMP604 Operating Systems (S2) [COMP503/ENSE502/ENSE504] or COMP504 [or] COMP611 Algorithm Design and Analysis (S2) Pre-req: COMP610	COMP610 Data Structures and Algorithms (S1, S2) Pre-req: COMP503/ENSE502/ENSE602 (or) COMP613 Logic and Discrete Structures (S1) Pre-req: COMP500 and [MATH502 or MATH503]	COMP604 Operating Systems (\$2) Pre-req: [COMP503/ENSE502/ENSE504] or COMP504 (or) COMP612 Computer Graphics (\$1) Pre-req: [MATH503 or MATH502] and [COMP603 or COMP610]
	CORE	COMP702 Research and Development Project (Part 1) (S1,	52)			
Year 3	CORE	COMP703 Research and Development Project (Part 2) (S1, S	52)			
	MAJOR	INFS704 Service Innovation and Design (S1)	COMP715 Network Security (S2) Pre-req: ENEL611	COMP719 Applied Human Computer Interaction (S2)	COMP717 Artificial Intelligence (S1) Pre-req: COMP500 or equivalent; 60 points at level 6 major	COMP711 Theory of Computation (S2) Pre-req: COMP610 or COMP613
		COMP718 Information Security Management (S1)	COMP714 Advanced Network Technologies (\$2) Pre-req: COMP609 (or) COMP729 Enterprise Networks (\$2) Pre-req: COMP504/ENEL504	ENSE701 Contemporary Issues in Software Engineering (S2) Pre-req: COMP603 or [COMP610/ENSE600]	COMP723 Data Mining and Knowledge Engineering (S2)	COMP712 Programming Languages (52) Pre-req: COMP603/ENSE502
		COMP728 IoT and Applications (S1) (or) COMP726 Blockchains and Cryptocurrencies (S2)	COMP716 Highly Secure Systems (S1) Pre-req: COMP611 or [ENGE501 and COMP610] (or) COMP718 Information Security Management (S1)	COMP713 Distributed and Mobile Systems (not running) Pre-req: COMP611 (or) COMP721 Web Development (S1) Pre-req: COMP603/ENSE600 (or) COMP710 Game Programming (not running) Pre-req: COMP612	COMP700 Text and Vision Intelligence (S2) (or) COMP701 Nature Inspired Computing Pre-req: COMP500 (S1)	COMP713 Distributed and Mobile Systems (not running) Pre-req: COMP611 (or) COMP717 Artificial Intelligence (S1) Pre-req: COMP500 or equivalent; 60 points at level 6 major (or) COMP710 Game Programming (not running) Pre-req: COMP612





Second (double) BCIS Major 120 points

Addional (double) Major 120 points
(from within the School, or from other degrees at AUT)

First Minor 60 points + Second Minor 60 points (from within the School, or from other degrees at AUT)

First Minor 60 points + Electives 60 points (from within the School, or from other degrees at AUT)