

## CIT Semester 2 2017 FEE-HELP Degree Schedule - Subject Dates v(1 17 July)

Please also refer to the CIT FEE-HELP Degree Schedule - Subject Details

Only subjects offered in Semester 2 2017 are displayed

\* **Open Learning** = Units indicated with Open Learning offer flexible mode with start dates applying for each student after enrolment.

For Open Learning, commencement date = enrolment date; completion date = 20 weeks later and census date = at least 20% after commencement

| Qualification Code | Qualification Title                                    | Subj Code | Crse Num | Unit of Study  | Open Learning* | Commencement | Census Date | Completion Date |
|--------------------|--|-----------|----------|--|----------------|--------------|-------------|-----------------|
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 363      | Crime scene investigation 2 (serious crime)          |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 222      | Criminalistics 2 - biological criminalistics         |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 231      | Principles of ridgeology and fingerprint comparisons |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | TUTL      | 126      | Chemistry tutorial                                   |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 216      | Bloodstain pattern analysis                          |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | CHEM      | 141      | Chemistry 2 (organic and analytical chemistry)       |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 368      | Specialist forensic disciplines                      |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 227      | Principles of fire scene investigation               |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 364      | Criminalistics 1 - chemical criminalistics           |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 220      | Crime scene investigation 3 (major incidents)        |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | BIOL      | 154      | Biology 1 (general biology)                          |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 366      | Principles of forensic investigation                 |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 224      | Forensic research project 2                          |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-FE02            | Bachelor of Forensic Science (Crime Scene Examination) | FOSC      | 360      | Anatomy and physiology for forensic science          |                | 17-Jul-17    | 23-Aug-17   | 15-Dec-17       |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 571      | Game design  |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 579      | Final project  |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 580      | Project architecture 3                               |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 565      | Development life cycles                              |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 572      | Professional practice 1                              |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 573      | Project architecture 2                               |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 562      | Software development 2                               |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 564      | Virtual world development                            |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 570      | Applied development project                          |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 563      | Advanced data structures and algorithms              |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |
| BD-IT02            | Bachelor of Games and Virtual Worlds (Programming)     | INFT      | 578      | Software development 4                               |                | 17-Jul-17    | 22-Aug-17   | 8-Dec-17        |