What is a combined degree?

It’s two degrees for just one extra year of study! It usually takes six or seven years if you studied each degree separately. However, if you choose your units carefully to ensure all the core or compulsory units are completed for each degree, you will be awarded the equivalent of two degrees after four or five years of study.

Computing is offered in the following combined degrees:

- Bachelor of Arts and Bachelor of Computing (four years full-time study)
- Bachelor of Business and Bachelor of Computing (four years full-time study)
- Bachelor of Computing and Bachelor of Economics (four years full-time study)
- Bachelor of Computing and Bachelor of Information Systems (four years full-time study)
- Bachelor of Computing and Bachelor of Laws (five years full-time study)
- Bachelor of Computing and Bachelor of Science (four years full-time study)

Are there advantages in having a combined degree?

Plenty! As the work environment becomes more technology-driven, it makes sense to be able to manage this technology and understand its implications. The successful people will be those who can keep up the pace with developments and use them to their advantage.

With just one or two years extra study, you gain the equivalent of two Bachelors degrees in two specialty areas. Think how this will enhance your employment prospects! Your thorough knowledge of computing technology will enable you to develop and implement ideas in your chosen field.

Combining state-of-the-art ICT skills with a degree in Arts, Business, Economics, Law, Science or Teaching will give you a very competitive edge in the jobs marketplace.

Instead of six or seven years of Higher Education Contribution Scheme (HECS) liability, you will incur only four or five years’ costs to achieve the same qualifications - a considerable saving.

Entry requirements

This combined degree is available on the Hobart and Launceston campuses. Minimum university entry requirements must be met but it is not necessary to have previously studied computing.

Where does all this study lead?

Your Computing studies can lead to a number of rewarding careers in areas such as website management, system administration, client support and training, software development and engineering, and exciting emergent careers concerned with games, graphics, virtual and augmented reality, artificial intelligence and mobile computing.

All these can be enhanced by your Bachelor of Arts studies. Communication, analytical and problem solving skills are extremely important whatever your career and employers recognise that Arts graduates have these skills.
Bachelor of Computing degree outcomes

A graduate of a Bachelor of Computing should be able to contribute to meeting the computing (ICT) needs of individuals, organisations and the wider community. The graduate should be able to:

1. demonstrate foundational computing knowledge of: programming, algorithms & data structures; systems and applications; historical and current trends
2. apply knowledge of computing principles and technical skills to develop and maintain solutions by: using abstraction and computational thinking; evaluating strengths and weaknesses of potential solutions; creating artefacts using a variety of techniques and tools; selecting and following a recognised software development methodology; adapting existing and emerging computing technologies
3. act professionally by: communicating in different modes to diverse audiences; adhering to professional and ethical codes of conduct; working independently and collaborating in diverse teams; considering economic, social, legal, and ethical consequences

Bachelor of Computing Majors

The Bachelor of Computing has 3 majors, and each major has a set of accompanying minors and degree electives that the students can choose from. The majors are:

- Computing (Hobart and Launceston) - software development and systems management.
- Games Technology (Hobart only) - software engineering with a games orientation, provides a thorough understanding of the theory, design and programming techniques required for producing computer games and simulation.
- Human Interface Technology (Launceston only) - provides a thorough understanding of visualisation, simulation and VR and AR technologies.

This is the way it works

For the Bachelor of Computing, students must choose one of the three majors (above), and must also choose a minor and four degree electives. Please refer to the Bachelor of Computing brochure for details of the minors available.

For the Bachelor of Arts you will choose a major, minor, and four degree electives.

Here is a sample programme using the Computing major

<table>
<thead>
<tr>
<th>Year</th>
<th>Bachelor of Arts</th>
<th>Bachelor of Computing</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Arts major 25%</td>
<td>Programming and Problem Solving</td>
</tr>
<tr>
<td></td>
<td>Arts minor 25%</td>
<td>Programming with Data Structures</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 x introductory minor units</td>
</tr>
<tr>
<td>2</td>
<td>Arts major 25%</td>
<td>Algorithms</td>
</tr>
<tr>
<td></td>
<td>Arts minor 25%</td>
<td>ICT Project Management</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 x introductory Computing degree electives</td>
</tr>
<tr>
<td>3</td>
<td>Arts major 25%</td>
<td>2 x intermediate/advanced Computing degree electives</td>
</tr>
<tr>
<td></td>
<td>Arts degree elective 25%</td>
<td>2 x intermediate minor units</td>
</tr>
<tr>
<td>4</td>
<td>Arts major 25%</td>
<td>ICT Project A and B</td>
</tr>
<tr>
<td></td>
<td>Arts degree elective 25%</td>
<td>2 x advanced Computing major electives</td>
</tr>
</tbody>
</table>

Contacts

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