Bachelor of Science (Honours) Computer Science/Bachelor of Computer Science

DLI Provisional Program and Module Handbook

2025/26

Contents

Program Information

Year	**2025/26**
Award Granted	Bachelor of Science (Honours) Computer Science/Bachelor of Computer Science
Program title	Bachelor of Science (Honours) Computer Science/Bachelor of Computer Science
Campus	Bandung
Program Duration	3 Years

Program Map

Your program map is available via the Student Portal.

Program Overview

Bachelor of Science (Honours) Computer Science – Lancaster University

The degree in Computer Science is designed for students seeking a broad yet rigorous grounding in this innovative discipline, with a strong emphasis on experimental computer science. Its balanced curriculum combines theory and practice to equip students with the cutting-edge knowledge and well-rounded professional and technical skills needed for a diverse range of careers.

The program aims to provide students with the knowledge and skills required to be a computing professional. In particular, it aims to develop graduates equipped to work effectively in a professional software and systems development environment and at all stages of the product life-cycle.

The program aims to:

- Ensure students have mature knowledge of the fundamental principles underpinning the field of Computer Science and can demonstrate a high degree of scholarship and investigative practice in that domain;
- Impart knowledge and experience of the most significant contemporary developments in practice and technology;
- Help students develop the skills they will need in order to respond positively to the evolution of the discipline throughout the course of their career;
- Develop the critical, analytical and problem-solving skills needed by a practising Computing professional;
- Equip students with transferable skills necessary for working within diverse, team-based, professional environments;
- Satisfy the requirements for accreditation by the British Computer Society.

Bachelor of Computer Science – Deakin University

This program equips you with the knowledge and practical skills needed to design and develop innovative software solutions addressing multifaceted information and technology problems faced by our community, business and industry. Learn what it takes to create and integrate complex new computing technologies while exploring existing and emerging challenges.

Delivered in Bandung through Deakin Lancaster Indonesia (DLI), a joint initiative between Deakin University, Lancaster University and Navitas, this globally connected program combines academic excellence with the advantage of an international education delivered in Indonesia. You will receive the same, high-quality education as students at Deakin and Lancaster's home campuses, with the added benefit of learning close to home.

Taught in English and delivered on a unique Bandung academic calendar, your studies will include Indonesian National Subjects alongside coursework from both universities.

Computer scientists are problem solvers and innovators, and at Deakin Lancaster I Indonesia (DLI), you will get a competitive edge in the job market. Gain hands-on experience with current technologies and training in fundamental concepts, models and methods. Extend your skills through a work placement and develop valuable professional networks.

Want to drive change through technology?
This program provides a combination of experiential learning and practical exposure. Supported by experienced, industry-connected staff, you will gain access to state-of-the-art software and hardware throughout the course, giving you vital hands-on experience that employers demand.

Expand your skills with our industry-based learning opportunities, including a placement module. Tackling the challenges of computer science in the field, you will gain practical expertise and develop valuable professional networks, ensuring you graduate job-ready.
You will have access to our brand-new specialised capstone project and inspiring co-working space to collaborate with your teammates. During the capstone module, you will develop solutions to real-world problems from industry and learn agile project management methods, which are widely used across the sector.

Our past students have worked on capstone projects such as:

- medical – a mobile app that tracks pupil responses to light
- real estate – a mobile app to track your notes about properties you view
- transport – planning a bus trip with real-time data
- gaming – children's computer game to build their resilience
- architecture – a virtual reality space to assess architecture student projects
- security – voice-activated password software
- Political – a secure online voting system

Our world-class research programs feed directly into our classrooms, meaning you will be learning at the cutting edge of industry standards.

Equip yourself with a comprehensive understanding of:

- artificial intelligence

- machine learning
- embedded devices
- computer systems and networks
- data management and information processes
- programming and software development
- mathematical methods
- Algorithm design and analysis

Program learning outcomes

Bachelor of Science (Honours) Computer Science – Lancaster University

Students will cover the following learning outcomes, drawn from accreditation requirements, during their program:

- Demonstrate knowledge, understanding, and application of the essential facts, concepts, principles and theories relating to computing;
- Design software and systems solutions to specific problems using appropriate methodologies and tools;
- Apply theory and practice to construct computing software and systems, recognizing the importance of completeness and trust;
- Apply theory and practice to solve problems and/or evaluate an artefact using methodologies such as formal analysis, numerical analysis, simulation or observation;
- Ability to work effectively in group contexts including communications and technical collaboration;
- Demonstrate electronic, written, and verbal communication skills;
- Recognise and apply the legal, social, ethical, and professional codes of conduct relevant to a practicing computing professional, including equality, diversity, inclusion, and sustainability principles;
- Demonstrate knowledge and understanding of the commercial and economic context of computing and information systems, including risk, project management, and commercial aspects;
- Apply general science and engineering relevant to computing, numerical, modelling, and simulations skills.

Bachelor of Computer Science – Deakin University

Deakin Graduate Learning Outcomes	**Program Learning Outcomes**
Discipline-specific knowledge and capabilities	Develop a broad, coherent knowledge of the computer science discipline, with detailed knowledge of the application of computer science methods and principles in modern computing systems. Use knowledge, skills, tools and methodologies for professional computer science practice. Design algorithms, system models, software components, computing systems and processes, to meet application requirements within realistic economic, environmental, social, political, legal and ethical constraints.
Communication	Communicate in a professional context to inform, explain and drive sustainable innovation through computer science, utilising a range of verbal, graphical and written methods, recognising the needs of diverse audiences.

Deakin Graduate Learning Outcomes	Program Learning Outcomes
Digital literacy	Use digital technologies, platforms, frameworks and tools from the field of computer science to generate, manage, process and share digital resources and solutions.
Critical thinking	Critically analyse information provided to inform decision making and evaluation of plans and solutions associated with the field of computer science.
Problem solving	Apply cognitive, technical, and creative skills from computer science to understand requirements and design, implement, and operate solutions to real-world and ill- defined computing problems.
Self-management	Work independently to apply knowledge and skills to new situations in professional practice and/or further learning in the field of computer science with adaptability, autonomy, responsibility, and personal accountability for actions as a practitioner and a learner.
Teamwork	Work independently and collaboratively to achieve team goals, contributing knowledge and skills from computer science to advance the teams objectives, employing effective teamwork practices and principles, and comprehending distinct workplace roles and their functions.
Global citizenship	Apply professional and ethical standards and accountability in the field of computer science and engage openly and respectfully with diverse communities and cultures.

Workload/Study Commitment

Trimester and other key dates for the academic year are in the important dates section on the DLI website. Students will on average spend 150 hours for each standard module (15 credit points) undertaking the teaching, learning and assessment activities for this program. This could include lectures, seminars, practical sessions and online interaction. You can refer to the individual module information for more details.

You will also need to study and complete assessment tasks in your own time.

Career Opportunities

Bachelor of Science (Honours) Computer Science – Lancaster University

Graduates of this program will be highly sought after by employers in the field of Computer Science due to the well-rounded, high-quality education that the students will receive on this interdisciplinary program.

The computer science industry is a dynamic and exciting field, and the opportunities open to graduates of computer science degrees are almost endless – from working for major technology companies (such as Google and Microsoft) or government agencies to pursuing a future in software development and design, or even beginning their own tech start-up. The problem-solving skills our students will gain, alongside their technical expertise in a range of coding languages, will make them highly desirable to employers.

Bachelor of Computer Science – Deakin University

You will be ready for employment in organisations engaged in:

- Artificial intelligence and machine learning
- Technology innovation

You will graduate with career options such as:

- Innovation Lead
- Data Scientist
- Software developer
- Database Specialist
- Technology Consultant
- Software Analyst
- Solutions Architect
- Project Manager

Participation requirements

Reasonable adjustments to participation and other course requirements will be made for students with a disability. For more information, please contact Student and Academic Services. Email: studentsupport@dli.ac.id

Program Completion rules/Program Structure

To complete the Bachelor of Science (Honours) Computer Science / Bachelor of Computer Science students must pass 420 Deakin Lancaster Indonesia credit points and meet the following program rules to be eligible to graduate:

DAI001 Academic Integrity and Respect (0-credit-point compulsory module) in their first study period
STP010 Career Tools for Employability (0-credit-point compulsory module)
210 credit points of core modules (Deakin)
210 credit points of core modules (Lancaster)
4 Indonesian National Subjects (0 credit points; delivered by Telkom University; mandatory for Indonesian students only)

Year 1

- DAI001 Academic Integrity and Respect Module (0-credit point compulsory module)
- SIT192 Discrete Mathematics
- SIT182 Real World Practices for Cyber Security
- SCC.111 Software Development
- SCC.141 (A) Professionalism in Practice
- SIT232 Object-Orientated development
- SCC.121 Fundamentals of Computer Science
- SCC.131 Digital Systems
- SCC.141 (B) Professionalism in Practice
- Indonesian National Subjects:

- Civics Education
- Indonesian language
- Pancasila
- Religion (Various)

Year 2

- SCC.211 Software Design
- SCC.221 Data Engineering
- SCC.231 Networks and Systems
- SCC.241 Human-Computer Interaction
- STP010 Career Tools for Employability (0-credit point compulsory module)
- SIT202 Computer Networks and Communication
- SIT223 Professional Practice in Information Technology
- SIT112 Introduction to Data Science and Artificial Intelligence
- SIT221 Data Structures and Algorithms
- SIT374 Team Project (A) - Project Management and Practices
- SIT292 Linear Algebra for Data Analysis

Year 3

- SIT378 Team Project (B) - Execution and Delivery
- SIT215 Computational Intelligence
- SIT306 IT Placements and Industry Experience
- SCC.313 Computer Graphics
- SIT320 Advanced Algorithms
- SCC.300 Individual Project
- SCC.321 Languages and Compilation
- SCC.323 Deep Learning
- SIT315 Concurrent and Distributed Programming
- SCC.300 Individual Project

Work Experience

This program includes a compulsory work placement with an approved host organisation to take your learning beyond the classroom and prepare you to be work and career ready. Work Integrated Learning modules offered in this program provide you with the opportunity to develop your professional networks and work practices while completing your degree.

Further information

Contact Student and Academic Services for assistance in program planning and explaining program rules and requirements. Email: studentsupport@dli.ac.id

Standard fee information disclaimer

Fees and charges vary depending on the type of fee place you hold, your course, your commencement year, the modules you choose to study, and their study discipline or your study load.

Fees are reviewed annually and may be increased to reflect increases in cost of delivery of the programs in line with increases in the consumer price index and to reflect changes required by regulatory, professional, or academic bodies resulting in additional costs. All fees quoted are in Indonesian Rupiah (IDR). Tuition fees do not include textbooks, computer equipment or software, other equipment or costs such as mandatory checks, travel and stationery.

Estimate your fees

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Bachelor of Science (Honours) Computer Science/Bachelor of Computer Science

Module Information

2025/26

DAI001 Academic Integrity and Respect	
Year	2025-26
Credits	0
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	0.000 (EFTSL stands for **Equivalent Full-Time Student Load**. It is a measure used to calculate a full-time student's annual study load.)
Module Chair	Prana Sudhana
Module Rules	N/A
Scheduled Learning Activities	Learning experiences are via the module site. There are no compulsory on-campus learning activities scheduled.
Workload/Study Commitment	Approximately three hours.

Module Content

The Academic Integrity and Respect module is a compulsory zero-credit point module in all programs. The module's learning and assessment activities allow students to develop knowledge and skills to maintain academic integrity in their studies and career and safe, respectful relationships within and beyond University.

Module Learning Outcomes

MLO	**These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:**	**Alignment to** Deakin Graduate Learning Outcomes (GLOs)
MLO1	Apply the values of academic integrity - honesty, trust, fairness, respect and responsibility.	GLO1: Discipline-specific knowledge and capabilities GLO6: Self-management
MLO2	Identify acceptable and unacceptable behaviours related to acting with academic integrity.	GLO4: Critical thinking
MLO3	Apply knowledge of appropriate strategies to act with academic integrity.	GLO1: Discipline-specific knowledge and capabilities
MLO4	Identify the characteristics of safe, healthy and respectful relationships and where to seek support for self or others who have experienced harm.	GLO6: Self-management

Assessment

Assessment Description	Student output	Grading and weighting (% total mark for module)	Indicative due week
Online Multiple-Choice Questions Quiz	30-minute online quiz	100%	Week Four

The assessment due weeks provided may change. The Module Chair will clarify the exact assessment requirements, including the due date, at the start of the teaching period.

Hurdle requirement
To be eligible to obtain a pass in this module, students must achieve a minimum mark of 85% on the quiz. Students are allowed unlimited attempts of the quiz.

Learning Resources
All resources will be found in the module site.

Standard fee information disclaimer
This is a zero credit point module, there are no fees for this module.

SCC.111 Software Development	
Year	2025-26
Credits	20
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value (Deakin only – will require text to be developed to convey to students)	N/A
Module Chair	Gareth Bennett
Module Rules	Pre-requisites: Nil Hurdle requirements: Nil
Scheduled Learning Activities	Total contact hours per week: 5 hours Lecture hours per week: 3 hours No. of separate lectures per week: 2 (1 x 2-hour lecture + 1 x 1-hour lecture) Seminar/workshop/lab hours per week: 2 No. of separate seminars/workshops/labs per week: 1
Workload/Study Commitment	Students will on average spend 200 hours over the teaching period undertaking the teaching, learning and assessment activities for this module. **This will include educator guided online learning activities within the module site.**

Module Content

Software now forms a central aspect of our lives. From the applications we run on our phones to the satellites in space, all modern technology is enabled by software. This module provides an introduction to the field of Software Development - the processes and skills associated with designing and constructing computer programs. Assuming no previous knowledge of the field, we study the contemporary knowledge, skills and techniques needed to develop high-quality computer software. This includes a thorough treatment of the principles of computer programming and how these principles can be applied using a range of contemporary and established languages such as Python, JavaScript and C. We discover how programming languages can be classified and how to choose the best language for the task at hand.

We also investigate and apply the practical Software Engineering skills needed to ensure software is correct, robust and maintainable. These include techniques for problem analysis, design formulation, programming conventions, software commenting and documentation, testing and test case design, debugging techniques and version control.

Module Learning Outcomes

On successful completion of this module students will be able to:

- Apply imperative programming principles to create software programs of moderate complexity;
- Recognize common security risks in programs and apply principles of secure programming;
- Interpret the behaviour of computer programs and their meta data to identify errors in programs;
- Test simple computer programs for correctness and use professional tools and techniques to automate such tests;
- Describe and apply best practices in software development including codestyle conventions, documentation and version control, and discuss why they are needed;
- Compare and contrast the benefits of drawbacks of a given programming language for a given task;
- Apply computational thinking skills in the context of small-scale software development;
- Demonstrate numerical, communication and problem-solving skills;
- Recall challenges of simple group working and project skills.

Assessment

Exam 70%

Coursework 30%

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for that module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

Standard fee information disclaimer

Fees and charges vary depending on the type of fee place you hold, your course, your commencement year, the modules you choose to study, and their study discipline or your study load.

Fees are reviewed annually and may be increased to reflect increases in cost of delivery of the programs in line with increases in the consumer price index and to reflect changes required by regulatory, professional, or academic bodies resulting in additional costs. All fees quoted are in Indonesian Rupiah (IDR). Tuition fees do not include textbooks, computer equipment or software, other equipment or costs such as mandatory checks, travel and stationery.

Estimate your fees

For further information regarding tuition fees, other fees and charges, invoice due dates, withdrawal dates, payment methods visit our current students website.

SIT192 Discrete Mathematics	
Year	2025-26
Credits	15
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	0.125 (EFTSL stands for **Equivalent Full-Time Student Load**. It is a measure used to calculate a full-time student's annual study load.)
Module Chair	Farah Farizi
Module Rules	Prerequisite: Nil Corequisite: Nil Incompatible with: SITM192
Scheduled Learning Activities	1 x 3-hour seminar per week, weekly meetings.
Workload/Study Commitment	Students will on average spend 150 hours over the trimester undertaking the teaching, learning and assessment activities for this module. **This will include educator guided online learning activities within the module site.**

Module Content

In this module you will explore the foundations of discrete mathematics, the basis for mathematical reasoning in applied and computational sciences. You will learn how to rigorously build, from first principles, the tools needed to address a wide range of mathematical and scientific problems. The topics you will cover include number theory, propositional and predicate logic, graph theory, sets, functions, recurrences and combinatorics. This module is designed to prepare you for further study in disciplines where discrete mathematics play a fundamental or foundational role: cryptography, networks, computer programming, and analysis of algorithms.

Module Learning Outcomes

MLO	These are the Module Learning Outcomes for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
MLO1	Understand and apply tools from discrete mathematics to solve complex mathematical problems.	GLO1: Discipline-specific knowledge and capabilities GLO4: Critical thinking
MLO2	Design and implement rigorous problem-solving strategies from first principles.	GLO4: Critical thinking

MLO	These are the Module Learning Outcomes for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
MLO3	Plan and reflect on task management strategies to successfully fulfil responsibilities	GLO6: Self-management
MLO4	Identify knowledge gaps and effectively seek and use appropriate learning resources to acquire necessary knowledge	GLO3: Digital literacy GLO6: Self-management

Assessment

Assessment Description	Student output	Grading and weighting (% total mark for module)	Indicative due week
Learning portfolio	Portfolio consisting of evidence of completion of modules, reports, workings for associated mathematical problems, and a learning summary report.	100%	Weekly task submissions with final submission in Week 14

The assessment due weeks provided may change. The Module Chair will clarify the exact assessment requirements, including the due date, at the start of the teaching period.

Hurdle requirement
To be eligible to obtain a pass in this module, students must meet certain milestones as part of the Learning Portfolio.

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for this module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

Standard fee information disclaimer

Fees and charges vary depending on the type of fee place you hold, your course, your commencement year, the modules you choose to study, and their study discipline or your study load.

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Estimate your fees

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SIT182 Real World Practices for Cyber Security	
Year	2025-26
Credits	15
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	0.125 (EFTSL stands for **Equivalent Full-Time Student Load**. It is a measure used to calculate a full-time student's annual study load.)
Module Chair	Gareth Bennett
Module Rules	Prerequisite: Nil Corequisite: Nil Incompatible with: SIT351, SITM182
Scheduled Learning Activities	1 x 2 hour lecture per week, 1 x 2 hour practical experience (workshop) per week, weekly meetings.
Workload/Study Commitment	Students will on average spend 150 hours over the trimester undertaking the teaching, learning and assessment activities for this module. **This will include educator guided online learning activities within the module site.**

Module Content

In SIT182 students will learn the real-world practices of cyber security by solving problems based on realistic case studies. Students will explore fundamental concepts of risks in managing communication networks and choose the appropriate means to manage these risks. The module enables students to understand threats and vulnerabilities in the context of how systems can be compromised and how we can prevent harm to systems. There will be a practical focus on how we can detect and respond to cyber-attacks. The key to learning will be introducing students to practices through case studies.

Module Learning Outcomes

MLO	These are the Module Learning Outcomes for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
MLO1	Explain and implement approaches to computer security including monitoring, access control, identity verification and authentication in order to minimize the impact of cyber-attacks on a system.	GLO1: Discipline-specific knowledge and capabilities
MLO2	Assess the impact of different attacks against organisations and analyse the effectiveness of its countermeasures.	GLO1: Discipline-specific knowledge and capabilities GLO5: Problem solving
MLO3	Describe modern approaches to cryptography and explain how these are applied to secure networks.	GLO1: Discipline-specific knowledge and capabilities

MLO	These are the Module Learning Outcomes for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
		GLO3: Digital Literacy
MLO4	Select and use cyber security tools to protect and attack computer systems in a professional manner.	GLO1: Discipline-specific knowledge and capabilities GLO4: Critical thinking GLO5: Problem solving GLO8: Global citizenship

Assessment

Assessment Description	Student output	Grading and weighting (% total mark for module)	Indicative due week
Learning Portfolio	Written portfolio	100%	Week 14

The assessment due weeks provided may change. The Module Chair will clarify the exact assessment requirements, including the due date, at the start of the teaching period.

Hurdle requirement
To be eligible to obtain a pass in this module, students must meet certain milestones as part of the portfolio.

Learning Resources
Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for this module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

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Estimate your fees
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SCC.141 (A) Professionalism in Practice	
Year	2025-26
Credits	7.5
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	Gareth Bennett
Module Rules	Pre-requisites: Nil Hurdle requirements: Nil
Scheduled Learning Activities	Total contact hours per week: 2 hours Lecture hours per week: 1 hour No. of separate lectures per week: 1 x 1-hour Seminar/workshop/lab hours per week: 1 No. of separate seminars/workshops/labs per week: 1
Workload/Study Commitment	Students will on average spend 75 hours over the teaching period undertaking the teaching, learning and assessment activities for this module.

Module Content

This module is designed to provide students with a strong foundation in principles of responsible computing, covering the legal, social, ethical and professional challenges that that a practicing computer scientist regularly faces. It is strongly research-led, delivered by staff actively researching these issues, and draws upon contemporary examples of where technology has resulted in both benefits and harm to people and society. We then develop an understanding of the legal frameworks, professional codes, working practices and civil licenses designed to provide protection from these harms. Particular emphasis is placed on considerations relating to the need for computer systems to be trusted and trustworthy.

We discuss the use of participatory research methods in exposing real-world requirements for computing systems, and ensuring equitable distribution of benefits and harms of digital innovation across the population, in alignment with a changing legal landscape. Inclusive design practices through the development phases from research to implementation are reviewed, examining the prevalence and impact of the gender data gap, accessibility constraints and exploring the benefits of diversity in the workplace through real-world examples. We also discover ethical ways to practice personal and professional development for career progression.

Module Learning Outcomes

On successful completion of this module students will be able to:

- Discuss the core principles of responsible computing within a global context;

- Interpret professional, legal, social and ethical considerations in the field of computer science, and recognize the responsibilities and expectations of an individual working in that field;
- Recognize the importance of equality, diversity and inclusion and discuss how these are practiced in responsible computing;
- Relate real-world considerations to the design of trustworthy socio-technical systems;
- Demonstrate verbal and written communications skills;
- Recognize the importance and challenges of equality, diversity and inclusion in a broad context.

Assessment

Exam 70%

Coursework 30%

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for that module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

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SIT232 Object-Oriented Development	
Year	2025-26
Credits	15
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	EFTSL value: 0.125 (EFTSL stands for **Equivalent Full-Time Student Load**. It is a measure used to calculate a full-time student's annual study load.)
Module Chair	Farah Farizi
Module Rules	Prerequisite: One of SIT102, SIT153, SIT172 or SEP105 Corequisite: Nil Incompatible with: SIT131
Scheduled Learning Activities	1 x 2 hour lecture per week, 1 x 2 hour practical experience (workshop) per week, weekly meetings.
Workload/Study Commitment	Students will on average spend 150 hours over the teaching period undertaking the teaching, learning and assessment activities for this module. **This will include educator guided online learning activities within the module site.**

Module Content

SIT232 introduces students to object-oriented programming as the fundamental paradigm of modern programming languages and software development. Upon completion of the module, the students will be ready to develop real-world software following the software design and structure best practices.

Module Learning Outcomes

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
MLO1	Evaluate simple program code for correct use of coding conventions, and use code tracing and debugging techniques to identify and correct issues.	GLO1: Discipline-specific knowledge and capabilities GLO4: Critical thinking
MLO2	Apply and explain the principles of object-oriented programming including abstraction, encapsulation, inheritance and polymorphism.	GLO1: Discipline-specific knowledge and capabilities GLO4: Critical thinking
MLO3	Implement and test small object-oriented programs that conform to planned system structures and requirements.	GLO1: Discipline-specific knowledge and capabilities

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Alignment to Deakin Graduate Learning Outcomes (GLOs)
		GLO5: Problem solving
MLO4	Design, communicate, and evaluate solution structures using appropriate diagrams and textual descriptions.	GLO2: Communication
MLO5	Justify meeting specified outcomes through providing relevant evidence and critiquing the quality of that evidence against given criteria.	GLO4: Critical thinking GLO6: Self-management

Assessment

Assessment Description	Student output	Grading and weighting (% total mark for module)	Indicative due week
Learning portfolio	Portfolio	100%	Week 12

The assessment due weeks provided may change. The Module Chair will clarify the exact assessment requirements, including the due date, at the start of the teaching period.

Hurdle requirement

To be eligible to obtain a pass in this module, students must meet certain milestones as part of the Learning portfolio.

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for this module.

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SCC.121 Fundamentals of Computer Science	
Year	2025-26
Credits	20
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	Gareth Bennett
Module Rules	Pre-requisites: Nil Hurdle requirements: Nil
Scheduled Learning Activities	Total contact hours per week: 5 hours Lecture hours per week: 3 hours No. of separate lectures per week: 2 (1 x 2-hour lecture + 1 x 1-hour lecture) Seminar/workshop/lab hours per week: 2 No. of separate seminars/workshops/labs per week: 1
Workload/Study Commitment	Students will on average spend 200 hours over the teaching period undertaking the teaching, learning and assessment activities for this module.

Module Content

Computing and data drive many critical elements of modern society, directly or indirectly. It's vital that there is a strong theoretical foundation to Computer Science. This module begins by examining the hard questions central to Computer Science and reasoning itself to prepare you for the in-depth critical thinking and discussion required at university level. It then proceeds to cover the fundamentals in logic, sets, and mathematics of vectors, matrices, and linear algebra which have practical applications in software such as computer graphics. Algorithms, abstract data types, and analysis of algorithms is introduced to allow you to make reasoned decisions about the design of your programs. Finally, we investigate and apply the principles of Data Science to select, process, and analyse data, and examine the way programs and systems can be designed to efficiently support work with data and question the limits of conclusions that can be drawn from such systems.

Module Learning Outcomes

On successful completion of this module students will be able to:

- Discuss the notion of computation and its context within philosophy, science and Computer Science;
- Explain and apply key discrete mathematic concepts such as sets, relations, functions and recursion;
- Analyse and classify the efficiency of algorithms and computer programs;

- Describe how data structures and abstract data types are implemented, and their performance characteristics;
- Describe and apply fundamental techniques for data storage and retrieval;
- Apply general science and engineering relevant to computing, numerical, modelling, programming, and simulations skills;
- Apply theory and practice to solve problems and/or evaluate an artefact using methodologies such as formal analysis, numerical analysis, simulation or observation;
- Follow and understand a systematic process;
- Work independently and in small groups in seminars.

Assessment

Exam 70%

Coursework 30%

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for that module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

Standard fee information disclaimer

Fees and charges vary depending on the type of fee place you hold, your course, your commencement year, the modules you choose to study, and their study discipline or your study load.

Fees are reviewed annually and may be increased to reflect increases in cost of delivery of the programs in line with increases in the consumer price index and to reflect changes required by regulatory, professional, or academic bodies resulting in additional costs. All fees quoted are in Indonesian Rupiah (IDR). Tuition fees do not include textbooks, computer equipment or software, other equipment or costs such as mandatory checks, travel and stationery.

Estimate your fees

For further information regarding tuition fees, other fees and charges, invoice due dates, withdrawal dates, payment methods visit our current students website.

SCC.131 Digital Systems	
Year	2025-26
Credits	20
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value (Deakin only – will require text to be developed to convey to students)	N/A
Module Chair	Gareth Bennett
Module Rules	Pre-requisites: Nil Hurdle requirements: Nil
Scheduled Learning Activities	Total contact hours per week: 5 hours Lecture hours per week: 3 hours No. of separate lectures per week: 2 (1 x 2-hour lecture + 1 x 1-hour lecture Seminar/workshop/lab hours per week: 2 No. of separate seminars/workshops/labs per week: 1
Workload/Study Commitment	Students will on average spend 200 hours over the teaching period undertaking the teaching, learning and assessment activities for this module.

Module Content

The creation of the microprocessor revolutionised global innovation and creativity. Without such hardware we would have no laptops, no smartphones, no tablets. Life changing technologies from MRI scanners to the Internet would simply not exist. This module provides an introduction to the field of Digital Systems - the engineering principles upon which all contemporary computer systems are based.

We study the elements that work together to form the architecture of digital computers, including computer processors, memory, data storage and input/output. We also unearth the ways in which these are enabled by digital logic - where George Boole's theory of a binary based algebra meets electronics. Building on SCC.111 we also discover how the software programs we write translate to, and interact with, such hardware. Finally, we also study the effects of multi-process operating systems, and how these interplay with the capabilities and architecture of modern computers to optimise performance and robustness.

Module Learning Outcomes

On successful completion of this module students will be able to:

- Describe the role and operation of the primary hardware components of modern computer systems, and how they are built upon the principles of digital logic - including processors, memory and input/output;
- Demonstrate how the principles of high-level imperative programming languages are translated into low-level machine instructions, data structures and binary representations in a computer's memory;
- Relate the components that form the structure of an operating system, and its associated system software;
- Recognize the benefits of multi-process environments, and discuss the need for the resource management provided by operating systems schedulers and basic mutual exclusion mechanisms;
- Apply software development concepts to low-level programming languages, such as C and assembler;
- Demonstrate numerical, communication and problem-solving skills;
- Practice computational thinking.

Assessment

Exam 70%

Coursework 30%

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for that module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

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Estimate your fees

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SCC.141(B) Professionalism in Practice	
Year	2025-26
Credits	7.5
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	Gareth Bennett
Module Rules	Pre-requisites: Nil Hurdle requirements: Nil
Scheduled Learning Activities	Total contact hours per week: 2 hours Lecture hours per week: 1 hour No. of separate lectures per week: 1 x 1-hour Seminar/workshop/lab hours per week: 1 No. of separate seminars/workshops/labs per week: 1
Workload/Study Commitment	Students will on average spend 75 hours over the teaching period undertaking the teaching, learning and assessment activities for this module.

Module Content

This module is designed to provide students with a strong foundation in principles of responsible computing, covering the legal, social, ethical and professional challenges that that a practicing computer scientist regularly faces. It is strongly research-led, delivered by staff actively researching these issues, and draws upon contemporary examples of where technology has resulted in both benefits and harm to people and society. We then develop an understanding of the legal frameworks, professional codes, working practices and civil licenses designed to provide protection from these harms. Particular emphasis is placed on considerations relating to the need for computer systems to be trusted and trustworthy.

We discuss the use of participatory research methods in exposing real-world requirements for computing systems and ensuring equitable distribution of benefits and harms of digital innovation across the population, in alignment with a changing legal landscape. Inclusive design practices through the development phases from research to implementation are reviewed, examining the prevalence and impact of the gender data gap, accessibility constraints and exploring the benefits of diversity in the workplace through real-world examples. We also discover ethical ways to practice personal and professional development for career progression.

Module Learning Outcomes

On successful completion of this module students will be able to:

- Discuss the core principles of responsible computing within a global context;

- Interpret professional, legal, social and ethical considerations in the field of computer science and recognize the responsibilities and expectations of an individual working in that field;
- Recognize the importance of equality, diversity and inclusion and discuss how these are practiced in responsible computing;
- Relate real-world considerations to the design of trustworthy socio-technical systems;
- Demonstrate verbal and written communications skills;
- Recognize the importance and challenges of equality, diversity and inclusion in a broad context.

Assessment

Exam 70%

Coursework 30%

Learning Resources

Library resources to support your learning will mainly be electronic and will be accessed using your DLI IT account login. Specific resources for a module are identified in an electronic reading list (we call them Resource Lists at Lancaster) that is accessed via the Moodle site for that module.

A subject guide will provide guidance on a wider range of resources for your subject area and you can search for and access all electronic library resources available to you via the OneSearch library search tool. Links to the subject guide and to OneSearch are also available on Moodle sites.

Standard fee information disclaimer

Fees and charges vary depending on the type of fee place you hold, your course, your commencement year, the modules you choose to study, and their study discipline or your study load.

Fees are reviewed annually and may be increased to reflect increases in cost of delivery of the programs in line with increases in the consumer price index and to reflect changes required by regulatory, professional, or academic bodies resulting in additional costs. All fees quoted are in Indonesian Rupiah (IDR). Tuition fees do not include textbooks, computer equipment or software, other equipment or costs such as mandatory checks, travel and stationery.

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Indonesian National Subjects

Module Content

National modules in Indonesia's tertiary education system refer to core subjects that align with the national education system goals and values, focussing on forming Indonesian citizens grounded in Pancasila (the state philosophy) and national identity.

These requirements are defined by the Ministry of Education in the national curriculum and education policy and are comprised of:

1. Religion
2. Indonesian language
3. Pancasila (Indonesian philosophy)
4. Citizenship

Religion provides an overview of a range of faiths, including Islam, Christianity, Buddhism, Hinduism, and Confucius. In this module, you will be grouped according to your defined religious orientation.

Religion: Buddhism, Islamic, Catholic, Hindu, Christian – Indonesian National Module	
Year	2025-26
Credits	30 credits shared across the four Indonesian National modules of Religion, Indonesian Language, Pancasila (Indonesian philosophy), Citizenship
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	This module is provided by Telkom University (Bandung)
Module Rules	National modules must be completed by the end of Year 1 of your course.
Scheduled Learning Activities	9 sessions x 100 minutes on campus 7 sessions x 100 minutes online via Telkom
Workload/Study Commitment	6 weeks

Module Learning Outcomes

MLO	These are the Course/Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Program Learning Outcomes
MLO1	Students are able to fully understand noble characteristics through religious values to foster individuals that are faithful and God-fearing who respect differences	Students are able to apply logical, critical, systematic, and innovative thinking in the context of developing or implementing science and technology while upholding humanitarian values in carrying out duties, based on religion, morality and ethics.
MLO2	Students are able to implement the concept of faith and obedience to God Almighty in their daily lives.	

Buddhism Religion

This course is an effort aiming to foster disciplined and responsible individuals who internalise and adhere to the Dharma of the Buddhist Teachings in their daily lives.

Assessment

Grading and weighting (% total mark for module)					
MLO	**Cognitive Knowledge Quiz**	**Participative Activity Mentoring**	**Semester Project 1**	**Semester 2 Project**	**Weighted Total for MLO**
MLO1	10	10	30		50%
MLO1	10	10		30	50%
Total per Assessment	20	20	30	30	100%

Islamic Religion

The Islam Religion course plays a crucial role in fostering intellectual growth, enhancing understanding and practice of Islamic teachings, and developing the character and civility of students. It aims to cultivate individuals who are faithful, pious and possess good morals.

Assessment

Grading and weighting (% total mark for module)						Total Weight Per MLO (%)
	Cognitive		Participative Activity			Total
MLO	Assignment Activity	Cognitive Knowledge Quiz	Semester Project 1	Semester Project 2	Mentoring (Cognitive Case)	
MLO1	7.5	5	25		10	47.5%
MLO2	7.5	10		25	10	52.5%
Total per Assessment	15	15	25	25	20	100%

Catholic Religion

This course discusses the importance of building our awareness and enhancing the capacity of Catholic students to understand the origin, essence and objectives of the life of a dignified human.

Assessment

Grading and weighting (% total mark for module)					Total Weight Per MLO (%)
	Cognitive	Project Outcomes		Participative Activity	Total
MLO	Cognitive Knowledge Quiz	Semester Project 1	Semester Project 2	Mentoring (Cognitive Case)	
MLO1	10	30		10	50%
MLO2	10		30	10	50%
Total per Assessment	20	30	30	20	100%

Hindu Religion

In this course, students will be able to develop a humanistic personality, possess leadership, qualities for the advancement of human civilisation, adhere to the law, be just, have a creative, innovative, dynamic and excellent work ethic; be healthy and adaptive; have social awareness, be tolerant and have a moderate religious attitude and live in harmony with the environment.

Assessment

Grading and weighting (% total mark for module)						Total Weight Per MLO (%)
	Cognitive		Project Outcomes	Participative Activity		Total
MLO	Cognitive Knowledge Quiz	Test	Semester Project	Mentoring (Cognitive Case)	Assignment	
MLO1		30		10	10	50%
MLO2	5		35	10		50%
Total per Assessment	5	30	35	20	10	100%

Christian Religion

Christian Religious Education and Ethics provide the foundation for the lives of Christian students, concerning their worldview including understanding of Who God is, Humanity and Sin, as well as their implications for human life, ethics, personal relationships, family and nationhood.

Assessment

Grading and weighting (% total mark for module)					Total Weight Per MLO (%)
	Cognitive	Project Outcomes		Participative Activity	Total
MLO	Cognitive Knowledge Quiz	Semester Project 1	Semester Project 2	Mentoring (Cognitive Case)	
MLO1	10	30		10	50%
MLO2	10		30	10	50%
Total per Assessment	20	30	30	20	100%

Hurdle Requirements

Although students must pass all four Indonesian National modules, they do not contribute to a student's degree classification. Upon successful completion of the four Indonesian National modules, a Certificate of completion will be conferred by Telkom University.

Indonesian Language – Indonesian National Module	
Year	2025-26
Credits	30 credits shared across the four Indonesian National modules of Religion, Indonesian Language, Pancasila (Indonesian philosophy), Citizenship
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	This module is provided by Telkom University (Bandung)
Module Rules	National modules must be completed by the end of Year 1 of your course.
Scheduled Learning Activities	9 sessions x 100 minutes on campus 7 sessions x 100 minutes online via Telkom
Workload/Study Commitment	6 weeks

Module Learning Outcomes

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Program Learning Outcomes
MLO1	Students are able to correctly use standard words, terms and spelling as well as construct accurate definitions, sentences and paragraphs in scientific writing.	Students are able to apply logical, critical, systematic, and innovative thinking in the context of developing or implementing science and technology while upholding humanitarian values in carrying out duties, based on religion, morality and ethics.
MLO2	Students are able to formulate topics, create outlines and drafts and apply conventions for scientific writing.	
MLO3	Students are able to write and revise scientific papers, presenting them in clear and accurate language.	

Assessment

Grading and weighting (% total mark for module)					Total Weight Per MLO (%)
	Cognitive	Project Outcomes		Participative Activity	Total
MLO	Cognitive Knowledge Quiz	Semester Project 1	Semester Project 2	Assignments	
MLO1	7.5			7.5	15%
MLO2	15	30			45%
MLO3	15		25		40%
Total per Assessment	37.5	30	25	7.5	100%

Hurdle Requirements

Although students must pass all four Indonesian National modules, they do not contribute to a student's degree classification. Upon successful completion of the four Indonesian National modules, a Certificate of completion will be conferred by Telkom University.

Pancasila (Indonesian philosophy) – Indonesian National Module	
Year	2025-26
Credits	30 credits shared across the four Indonesian National modules of Religion, Indonesian Language, Pancasila (Indonesian philosophy), Citizenship
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	This module is provided by Telkom University (Bandung)
Module Rules	National modules must be completed by the end of Year 1 of your course.
Scheduled Learning Activities	9 sessions x 100 minutes on campus 7 sessions x 100 minutes online via Telkom
Workload/Study Commitment	6 weeks

Module Learning Outcomes

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Program Learning Outcomes
MLO1	Student are able to explain the urgency of Five Principles (Pancasila) within Historical Context	Students are able to apply logical, critical, systematic, and innovative thinking in the context of developing or implementing science and technology while upholding humanitarian values in carrying out duties, based on religion, morality and ethics.
MLO2	Students are able to analyse Five Principles (Pancasila) as the country's foundation and ideology	
MLO3	Students are able to analyse Five Principles (Pancasila) as a philosophical system, ethics and foundation of knowledge	

Assessment

Grading and weighting (% total mark for module)					Total Weight Per MLO (%)
	Cognitive	Project Outcomes		Participative Activity	Total
MLO	Cognitive Knowledge Quiz	Research Project	Social Project	Assignments	
MLO1	5	10		5	20%
MLO2	5	20		5	30%
MLO3	15		30	5	50%
Total per Assessment	25	30	30	15	100%

Hurdle Requirements

Although students must pass all four Indonesian National modules, they do not contribute to a student's degree classification. Upon successful completion of the four Indonesian National modules, a Certificate of completion will be conferred by Telkom University.

Citizenship – Indonesian National Module	
Year	2025-26
Credits	30 credits shared across the four Indonesian National modules of Religion, Indonesian Language, Pancasila (Indonesian philosophy), Citizenship
Enrolment Mode	All modules are delivered at Deakin Lancaster Indonesia campus.
EFTSL Value	N/A
Module Chair	This module is provided by Telkom University (Bandung)
Module Rules	National modules must be completed by the end of Year 1 of your course.
Scheduled Learning Activities	9 sessions x 100 minutes on campus 7 sessions x 100 minutes online via Telkom
Workload/Study Commitment	6 weeks

Module Learning Outcomes

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Program Learning Outcomes
MLO1	Students are able to analyse contextual issues in Civic Education, develop positive attitudes and exhibit behaviours that support national spirit and patriotism.	Students are able to apply logical, critical, systematic, and innovative thinking in the context of developing or implementing science and technology while upholding humanitarian values in carrying out duties, based on religion, morality and ethics.
MLO2	Students are able to analyse contextual issues in Civic Education, develop positive attitudes and exhibit behaviours that support constitutional awareness and diversity.	
MLO3	Students are able to analyse contextual issues in Civic	

MLO	These are the Module Learning Outcomes (MLOs) for this module. At the completion of this module, successful students can:	Program Learning Outcomes
	Education, develop positive attitudes and exhibit legal awareness, uphold justice and civility.	

Assessment

Grading and weighting (% total mark for module)					Total Weight Per MLO (%)
MLO	**Cognitive**	**Project Outcomes**		**Participative Activity**	**Total**
	Cognitive Knowledge Quiz	**Research Project**	**Social Project**	**Assignments**	
MLO1	10	12.5		5	27.5%
MLO2	10	12.5		5	27.5%
MLO3	10		30	5	45%
Total per Assessment	30	25	30	15	100%

Hurdle Requirements

Although students must pass all four Indonesian National modules, they do not contribute to a student's degree classification. Upon successful completion of the four Indonesian National modules, a Certificate of completion will be conferred by Telkom University.