

# Enterprise Computing

The following contains a description of the course we offer to students at St Marys Senior High. It is intended as a guide to help you select your subjects and you should read it carefully.

Please note:

- The details given represent the way that the course is delivered at St Marys Senior High and may involve different choices from the way other schools might operate the same course.
- Classes can only be formed where sufficient students select the particular course. The fact that a course is listed here is not a commitment to run the course in a particular year.
- The arrangements for particular courses are subject to change for a variety of reasons.
- HSC students may elect to take extension courses which we offer in English, French, History, Japanese, Mathematics, Music and the Sciences.

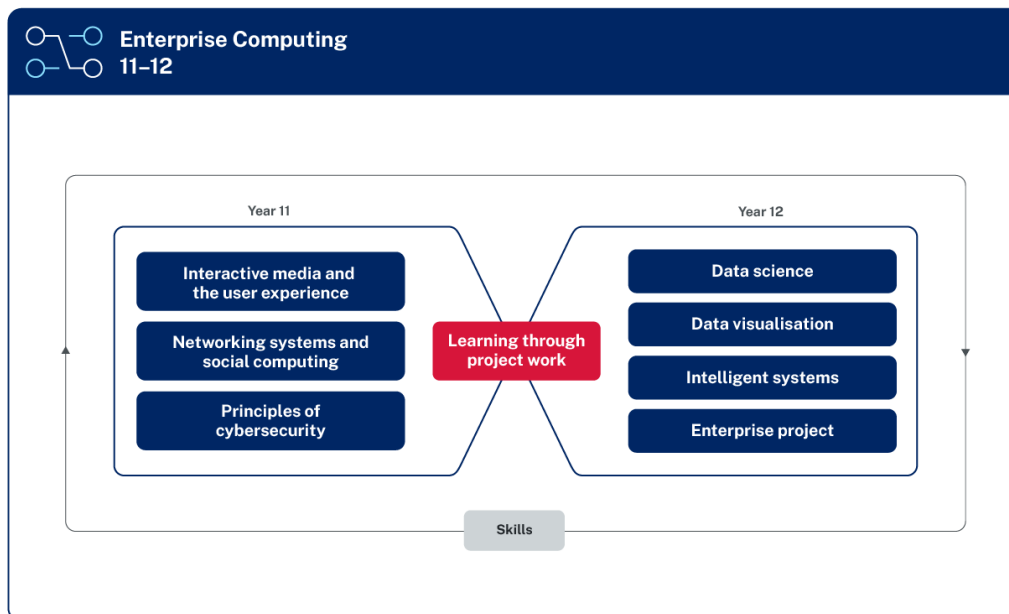
Enterprise Computing			
Units	Type	ATAR	Faculty Teaching This Course
2	Board Developed Course – Examinable at the HSC, marks can be used to count towards an ATAR	A – Counts towards an ATAR with no restrictions	Computing Studies

## ***Introduction***

Enterprise Computing is a new computing course, replacing the old Information Processes and Technology course. It is being offered for year 11 for the first time in 2024 and will be assessed in the Higher School Certificate in 2025. Like its sister course Software Engineering (also being offered for the first time in 2024), Enterprise Computing is more focussed on practical, hands-on experiential learning. The Higher School Certificate examination that students will sit is an online, computer-based examination.

## ***What will I be doing in this course?***

The Enterprise Computing syllabus uses this diagram to give a brief overview of course content in year 11 and 12:



It is important to note that a core feature of the new computing courses is a focus on practical work.

### ***What should I be able to do at the end of the course?***

Students will be able to:

- Understand current trends relating to the use and development of a variety of computer systems.
- Create and manipulate a variety of media to enhance the end user experience.
- Understand and interpret a variety of data sets.
- Develop an understanding of how computing technologies can be harnessed to provide effective user interaction and efficient access to information that supports commercial, industrial, social and environmental initiatives.
- Develop knowledge and skills in the areas of User Experiences, Networking Systems, Cybersecurity, Data Visualisation and Science, and Intelligent Systems.
- Document a project from initial concept to final evaluation and all the steps in between.
- Demonstrate project management and high-level communication skills.
- Demonstrate high-level critical thinking and practical problem-solving skills.

### ***How will this course help me in the future?***

Enterprise Computing is geared towards students who will undertake further studies in a wide variety of industries, ranging from Computing, to Business, Finance, Education, Medicine, the Arts and beyond. Its aim is to provide students with a deep grounding in all facets of modern computing to make familiar new concepts and scenarios.