



Creative
Technology
Educators

COURSE GUIDE MOBILE APP DEVELOPMENT

```
var perc = 99.0, wmin = 1920, hmin = 1080, w, h, w1, h1, ratio;  
var FromDoc = open ( File ("D:\FromMacro.psd"));  
var IntoDoc = open ( File ("D:\IntoMacro.psd"));
```

```
app.preferences.rulerUnits = Units.PIXELS;  
w = FromDoc.width.value;  
h = FromDoc.height.value;  
ratio = h/w;  
app.activeDocument = FromDoc;  
app.activeDocument.activeLayer = FromDoc.layers[0];
```

```
var shapeRef =  
[ [ Math.floor ((w-1920)/2),  
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[ Math.floor ((w-1920)/2),
```

```
app.activeDocument.selection = FromDoc.selection;  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].x,  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].y,  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].x2,  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].y2,
```

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app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].y,  
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app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].y,  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].x2,  
app.activeDocument.selection.moveTo (FromDoc.selection.bounds[0].y2,
```

```
IntoDoc.paste ();  
while (1) {  
if ( (w < wmin) || (h < hmin) ) break;  
app.activeDocument = FromDoc;  
app.activeDocument.activeLayer = activeDocument.layers[0];
```

```
app.activeDocument.activeLayer.copy ();  
app.activeDocument.activeLayer.paste ();  
}
```

MOBILE APP

```
href="/alphaLine">AlphaLINE</a></li><li  
class="mb_cat_sep"></li><li  
class="level_1"><a
```



Headline H2

Thematic text of the article

```
href="/alphaLine"  
>AlphaLINE</a></li>  
</li>  
class="mb_cat_sep"  
></li><li  
class="lev
```



Headline H2

Thematic text of the article

```
href="/ac-dc">AC/DC</a></li><li
```

Block 2 "mb_cat_sep"><li

"level_1"><a

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"mb_c"▶

"level_1"><a



Video

```
--- href="/ac-dc">AC/DC</a></li><li
```

class="mb_cat_sep"><li

class="level_1"><a

Headline H2

Thematic text of the article

👤 22 🗨️ 197

A smartwatch with a blue strap and a digital display showing '00:01' is positioned at the top left. Below it, various app icons are arranged in a grid-like pattern, including a green speech bubble, a pink musical note, a white calculator, a green video call icon, a blue App Store icon, a black waveform icon, and a blue compass icon. The background is a light gray with faint circuit-like lines.

INFORMATION TECHNOLOGY

(MOBILE APP DEVELOPMENT)

Develop the skills and master the tools needed to create award-winning apps with Australia's first standalone Bachelor of IT (Mobile Applications Development).

A Mobile Applications Developer (App Developer) designs, develops, implements and tests software for mobile devices in line with the specifications for the iOS and Android development environment. They typically work in teams to conceptualise solutions that make peoples' lives simpler and easier.

The demand for mobile app developers continues to grow as mobile device usage across the globe surges. We rely on mobile devices for just about everything from shopping, getting a ride and playing games to banking, scheduling appointments and even meditating.

Apps provide an excellent avenue to reinvent technology and apply foundational coding and programming skills to solve everyday problems from the palm of your hand, whilst making a positive difference to other people's lives.

For over 20 years, AIT has delivered progressive education for the creative, digital media and tech industries that places graduates at the top of their game.

We pride ourselves on getting to know our students' passions, sources of inspiration and their unique artistic style - whilst providing regular opportunities to connect them to industry. We do this because we believe in cultivating the creativity and potential of every individual.

What makes us most proud is that we actually change people's lives.

A graphic titled 'JOB OUTCOMES' featuring a list of job roles. The background is a dark blue gradient with a network of white dots and lines. On the right, there are stylized representations of a document with a 'PROFILE' label, a smartphone with a user profile, and a server rack. At the bottom, there is a row of various icons including a padlock, a magnifying glass, a list, a thumbs up, a gear, a globe, a house, and a bar chart.

JOB OUTCOMES

**MOBILE APPLICATION DEVELOPER
APPLICATION SUPPORT ANALYST
APPLICATIONS ENGINEER
E-COMMERCE DEVELOPER
FRONT END DEVELOPER
INFORMATION ARCHITECT
IT CONSULTANT
JAVA DEVELOPER
.NET DEVELOPER
PROGRAMMER
PROGRAMMER ANALYST
SOFTWARE DEVELOPER
SOFTWARE TESTER**

WE SIMULATE THE DEMANDS OF INDUSTRY

With a balance of foundational subjects, software-based technical training and project-based work, our curriculum gives students an in-depth skill-set that is relevant to the demands of industry. Master the most in-demand App Development programming languages, learn how to design, build and publish cutting-edge mobile apps for both iOS and Android and open up a world of opportunities as a highly adaptable, language-agnostic programmer.

MASTER THE WORLD'S TOP 5 PROGRAMMING LANGUAGES:



INTEGRATED DEVELOPMENT ENVIRONMENTS (IDE)



PLATFORMS



PROJECT DEVELOPMENT TOOLS



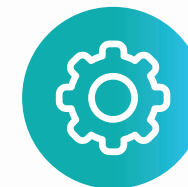
ADDITIONAL SYSTEMS



WE GET YOU

JOB READY

Learn the theory, get trained on the tools, processes and workflows that you'll use when you graduate – and become immersed in real-world training via our three exclusive industry preparation programs for final year Bachelor students:



ADVANCED STUDIO

This rigorous 2-subject program will see you collaborate as part of a production team to conceptualise and produce your very own app or project incorporating robotics, AI or IoT, using a programming language of your choice. You'll then pitch your work to an industry panel for feedback and recognition.



EXTERNAL PROJECT

Develop real-world skills and gain practical hands-on experience by completing a short-term project for a real client. You will create a scope of work based on the client brief, prepare a contract and agreement and complete the project within the agreed timeline. Students will get insight into a typical client software development cycle as a freelance software developer.



INTERNSHIP

Complete a 120 hour internship as an elective subject (subject to eligibility criteria) – giving you valuable on-the-job experience and a network of meaningful contacts.

WE TEACH FOR
JOB PLACEMENT
WITH **77%**
EMPLOYMENT
RATE*

* Source: AIT 2020 Graduate Survey

COURSE UNITS OF STUDY

ACCELERATED 2 YEAR BACHELOR OF INFORMATION TECHNOLOGY*
(MOBILE APPLICATIONS DEVELOPMENT)

YEAR 1				
TRIMESTER 1	Introduction to Web	Information systems	Foundation Programming	Programming I
TRIMESTER 2	Database systems	Introduction to Software & Engineering	Discrete Mathematics	Programming II
EXIT: DIPLOMA OF INFORMATION TECHNOLOGY				CRICOS: 094330D
TRIMESTER 3	JAVA	Digital Project Management	Systems Analysis and Design	Foundation Networks
YEAR 2				
TRIMESTER 1	Interface & Experience Design	Enterprise Systems	Mobile App Android	Advanced Web
EXIT: ASSOCIATE DEGREE IN INFORMATION TECHNOLOGY (MOBILE APPLICATIONS DEVELOPMENT)				CRICOS: 094328J
TRIMESTER 2	Elective 1	Mobile App iOS	Cross-Platform Apps Development	Advanced Studio 1
TRIMESTER 3	Elective 2	Data-Driven Apps Development	External Project	Advanced Studio 2
EXIT: BACHELOR OF INFORMATION TECHNOLOGY (MOBILE APPLICATIONS DEVELOPMENT)				CRICOS: 094328J

* Standard three year delivery also available. (CRICOS: 094327K)

ELECTIVES^

PROGRAMMING

Augmented Reality
Artificial Intelligence

DESIGN

Digital Images

GAMES

Game Development
Basic Game Engine Programming
Advanced Game Engine Programming

INDUSTRY PREPARATION

Professional Internship Program

^ Electives are subject to availability and certain electives have prerequisites.

AIT GRADUATE SUCCESS STORIES

JUST 2 OF MANY!



KAIO LABRE
Software Engineer
*First AID Fast/
Rapid Response Revival*

Kaio doesn't just build apps, he saves lives!

Kaio graduated in 2018 and in the same year secured a full-time role at Mirk as an Application Developer post his internship. Kaio was then offered his dream gig at Rapid Response Revival - Australia's biggest medical start-up where he helped build a life saving app - *FirstAIDFast*. He was promoted to Applications Development Manager and now manages a team responsible for all websites and apps for the business.



FLAVIA ZANCANARO
Quality Assurance Analyst
Click Super

**Flavia doesn't just build apps,
she solves problems!**

After graduating, Flavia immediately secured a role in a Startup after attending her first and only interview! After 10 months in this role Flavia now works as a QA Tester Analyst at Click Super. Flavia believes the course enabled her to build a good portfolio to showcase her skills and build her confidence to get the job she desired.



OUR STUDENTS WIN AWARDS

Our students consistently win awards across Australia and around the world in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements.

The following highlights represent just a small portion of the growing list of accolades our students have received in recognition of their work.



AITENDANCE

Luiz Cavalieri, Daniel Schofield, Chiaki Iwamoto, Amandeep Singh



BURN THE VILLAGE

Tim Luotomaki & Max Luotomaki



WISDOM

Phoumany Chanthachack



GD PROTECT

Christopher Ford, Keyuan Ren & Diego De Moura



WE CONNECT STUDENTS TO INDUSTRY

We know it's not just about what you know but also who you know. That's why we provide regular opportunities for our students to connect with and get recognised by industry. We've hosted events such as Girls in Tech and Women in AR/VR- one of Australia's largest women's AR/VR events. We regularly hold Master Talk presentations featuring the industries finest as well as events that showcase our student projects to panels of industry judges.

RECENT EVENTS



85%

HIRED DIRECTLY
FROM THEIR INTERNSHIP



Creative
Technology
Educators

MOBILE APP DEVELOPMENT INTAKES

FEBRUARY
MAY
SEPTEMBER

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MOBILE APP

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Headline H2

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Video

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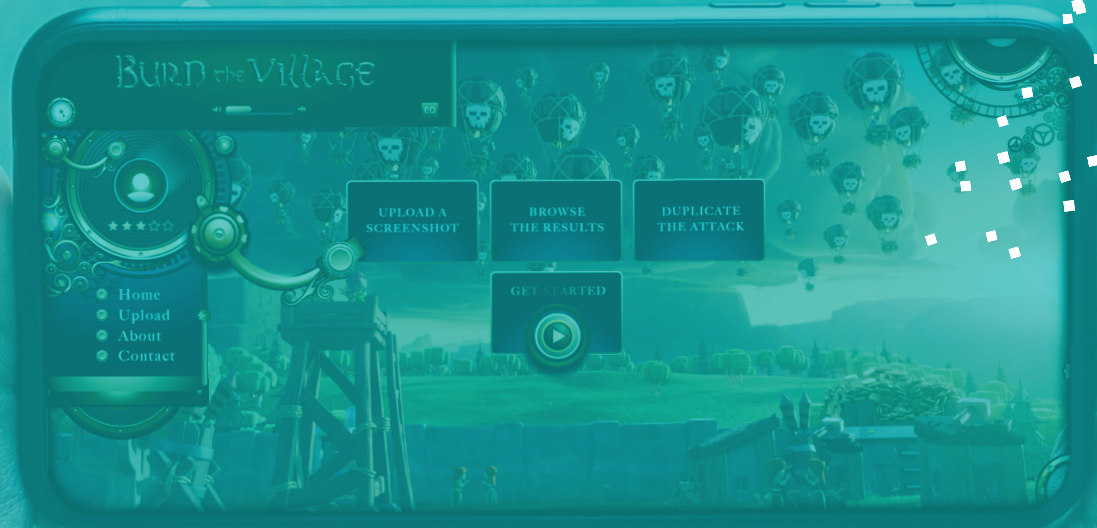
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22 197



BUILD APPS HACK LIFE



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ratio = h/w;  
app.activeDocument = FromDoc;  
activeDocument.activeLayer = activeDocument.layers[0];  
  
var shapeRef =  
[ [ Math.floor ((w-1920)/2), Math.floor ((h-1080)/2) ],  
[ Math.floor ((w-1920)/2)+1920, Math.floor ((h-1080)/2) ],  
[ Math.floor ((w-1920)/2)+1920, Math.floor ((h-1080)/2)+1080 ],  
[ Math.floor ((w-1920)/2), Math.floor ((h-1080)/2)+1080 ] ];  
  
app.activeDocument.selection.select ( shapeRef, SelectionType.REPLACE );  
app.activeDocument.selection.copy ();  
app.activeDocument = IntoDoc;  
activeDocument.activeLayer = activeDocument.layers[0];  
IntoDoc.paste ();  
  
while (1) {
```



START YOUR CAREER IN MOBILE APP DEVELOPMENT





ait.edu.au

Sydney Campus:

Level 2, 7 Kelly Street
Ultimo NSW 2007
☎ +61 2 9211 8399

Melbourne Campus:

Level 13, 120 Spencer Street
Melbourne VIC 3000
☎ +61 3 9005 2328

 AITcreative  @aitcreative  /AITcreativeAU
 academyofinformationtechnology

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