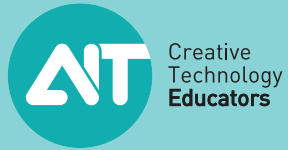


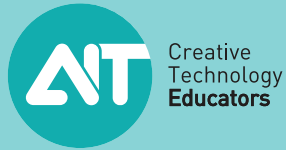
Academy of
Information Technology

Student and ATAR Profiles



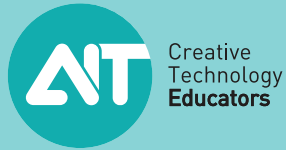
WHOLE OF INSTITUTION – STUDENT PROFILE

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	496	40%
(B) VET Study (Vocational education and training (VET) study)	154	40%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	0	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	650	53%
International Students	581	47%
ALL Students	1231	100%



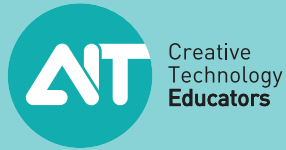
BACHELOR AND DIPLOMA OF INFORMATION TECHNOLOGY (Games Programming and Mobile App Development)

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	276	43%
(B) VET Study (Vocational education and training (VET) study)	6	1%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	0	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	276	43%
International Students	357	56%
ALL Students	639	100%



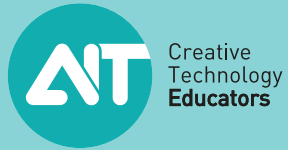
BACHELOR AND DIPLOMA OF INTERACTIVE MEDIA (2D Animation, 3D Design, Film & Video, Game Design)

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	204	56%
(B) VET Study (Vocational education and training (VET) study)	0	0%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	0	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	204	56%
International Students	163	44%
ALL Students	367	100%



BACHELOR AND DIPLOMA OF DIGITAL DESIGN

APPLICANT BACKGROUND	NUMBER OF STUDENTS	PERCENTAGE OF ALL STUDENTS
(A) Higher Education Study (includes a bridging or enabling course)	16	9%
(B) VET Study (Vocational education and training (VET) study)	107	58%
(C1) Recent Secondary Education Admitted solely on the basis of ATAR (regardless of whether this includes the impact of adjustment factors such as equity or subject bonus points)	0	0%
(C2) Recent Secondary Education Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extr test, early offer conditional on minimum ATAR)	0	0%
(C3) Recent Secondary Education Admitted on the basis of other criteria only and ATAR was not a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)	0	0%
(D) Work and Life Experience (Admitted on the basis of previous achievement other than the above)	123	67%
International Students	61	33%
ALL Students	184	100%



HIGHER EDUCATION DIPLOMA & BACHELORS (DIGITAL DESIGN, INTERACTIVE MEDIA, INFORMATION TECHNOLOGY)

2018 HELP AND VSL

ATAR PROFILE

ATAR
(EXCLUDING ADJUSTMENT
FACTORS)

SELECTION RANK
(ATAR PLUS ANY ADJUSTMENT
FACTORS)

Highest rank to receive an offer	N/A	N/A
75th percentile rank to receive an offer	N/A	N/A
Median rank to receive an offer	N/A	N/A
25th percentile rank to receive an offer	N/A	N/A
Lowest rank to receive an offer	N/A	N/A