Term	Week	YEAR 11 PRELIMINARY ENTERPRISE COMPUTING – 2024 SCOPE & SEQUENCE
1	1	**Interactive Media and User Experience** (25 hours)
	2	Outcomes EC-11-02, EC-11-03, EC-11-04, EC-11-05, EC-11-06, EC-11-07, EC-11-08, EC-11-09, EC-11-10, EC-11-11, EC-11-12
	3	
	4	Ubiquity of Interactive Media UX and UI principles
	5	Social, ethical and legal issues when developing and implementing interactive media systems
	7	Project Management Approach
	8	Major Assessment:
	9	Interactive media-based solution (online & offline)
	10	
	11	
2	1	**Networking Systems and Social Computing** (25 hours)
	2	Outcomes EC-11-01, EC-11-02, EC-11-03, EC-11-04, EC-11-07, EC-11-10, EC-11-11
	3	Social computing is networking
	4	Human-centric computing Start-ups and their tech
	5	Network architect and infrastructure
	6	
	7	Major Assessment: Project
	8	
	9	
3	1	**Principles of Cyber Security** (25 hours)
	2	Outcomes EC-11-01, EC-11-03, EC-11-04, EC-11-05, EC-11-06, EC-11-07, EC-11-08, EC-11-09, EC-11-10, EC-11-11, EC-11-12
	3	
	4	Cyber security Current issues
	5	Threads and Solutions
	6	Exam revision
	7	Major Assessment:
	8	Exam
	9	
	10	
4		**HSC Course starts in Term 4 of Year 11.**