



Term	Week	YEAR 11 PRELIMINARY ENTERPRISE COMPUTING – 2025 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
	5	UX and UI principles
	7	Social, ethical and legal issues when developing and implementing interactive media systems
	8	Project Management Approach
	9	Major Assessment:
	10	Interactive media-based solution (online & offline)
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
	5	Start-ups and their tech
	6	Network architect and infrastructure
	7	Major Assessment:
	8	Project
	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
	5	Current issues
	6	Threads and Solutions
	6	Exam revision
	7	
	8	Major Assessment:
	9	Exam
10		
4	HSC Course starts in Term 4 of Year 11.	