

Bachelor of Information Technology (C2000) – 2022

Games development major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1033 Foundations of 3D	FIT Elective 1*	Elective
Second Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT1048 Fundamentals of C++	FIT2073 Game design studio 1	Elective

Year 2 (48 credit points)

First Semester	FIT2001 Systems development [24pts FIT study] OR FIT2099 Object-oriented design and implementation [One of FIT1045, FIT1048 or FIT1051]	FIT2096 Games programming 1 [FIT1048]	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	Elective
Second Semester	FIT2002 IT project management [Completion of 36pts study including one of FIT1045, FIT1048, FIT1051, ENG1003]	FIT2097 Games programming 2 [FIT2096]	FIT3145 Game design studio 2 [FIT2073 & FIT2096]	Elective

Year 3 (48 credit points)

First Semester	FIT3039* Studio project 1 [[FIT2091 and FIT2087] or [FIT2073 and FIT2096]]	FIT3094 Artificial life, artificial intelligence and virtual environments [FIT2096]	Elective	Elective
Second Semester	FIT3040* Studio project 2 [FIT3039]	FIT3146 Maker lab [One of FIT1045, FIT1048 or FIT1051, ENG1003 and 90pts of study]	Elective	Elective

* Industry Based Learning (IBL)

- Students accepted into the IBL program will replace FIT3039 and FIT3040 and an FIT Elective on the IT side of their degree with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of second year or semester 1 of third year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 3 years.

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology 24 units x 6cp = Total of 144 credit points
Year Level Requirements	1) Normally 48 points, and a maximum of 60 points, of first year level units will be counted; 2) At least 36 points must be completed at third year level.
Unit requisites	All pre-requisite and co-requisite requirements must be undertaken in order to be able to enrol into a specific unit
Duration of degree	3 years full-time, 6 years part-time
Time limit	Time limit = 8 years. Students have eight years in which to complete this award from the time they commence first year. Periods of intermission are counted as part of the eight years.
Monash University handbook	Students should follow the course requirements for the year the course was commenced https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology