

Bachelor of Information Technology (C2000) – 2025

Games and immersive media major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1047 Introduction to computer systems, networks and security	FIT1073 Game design	Elective
Second Semester	FIT1049 IT professional practice	Elective	FIT1033 Foundations of 3D	Elective

Year 2 (48 credit points)

First Semester	FIT2001 Systems development	FIT2098 Virtual and augmented reality	FIT2096 Games programming OR FIT2169 Immersive environments	Elective
Second Semester	FIT2002 IT project management	FIT2145 Game prototyping	FIT2094 Databases	Elective

Year 3 (48 credit points)

First Semester	FIT3039* Studio project 1 Replace with: FIT3222 Computing in practice: Project 1	FIT3187 3D character animation	FIT3172* Sonics	Elective
Second Semester	FIT3040* Studio project 2 Replace with (from S2 2027): FIT3223 Computing in practice: Project 2	FIT3097 Technical art	Elective	Elective

* Industry Based Learning (IBL)

- Students accepted into the IBL program will replace FIT3039, FIT3040 and FIT3172 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 6 credit points = 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