

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026

Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

Applied cybersecurity major

Year 1	First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1057 Introduction to cyber security	Degree 2	Degree 2
	Second Semester	FIT1045 Introduction to programming	FIT1093 Cybersecurity tools and techniques	Degree 2	Degree 2
Year 2	First Semester	FIT1049 IT professional practice	FIT2173 Software security	Degree 2	Degree 2
	Second Semester	FIT2094 Databases	FIT2100 Operating systems	Degree 2	Degree 2
Year 3	First Semester	FIT2001 Systems development	FIT2165 Computer networks	Degree 2	Degree 2
	Second Semester	FIT2002 IT project management	FIT3168 IT forensics	Degree 2	Degree 2
Year 4	First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3031* Network security	Degree 2	Degree 2
	Second Semester	FIT3048* Industry experience studio project 2	FIT3186 Vulnerability analysis, response and mitigation	Degree 2	Degree 2

* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Applied cybersecurity major will replace FIT3047 and FIT3048 and FIT3031 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026
Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)
Business information systems major

Year 1	First Semester	FIT1045 Introduction to programming	FIT1047 Introduction to computer systems, networks and security	Degree 2	Degree 2
	Second Semester	FIT1049 IT professional practice	FIT1051 Programming fundamentals in java	Degree 2	Degree 2
Year 2	First Semester	FIT2001 Systems development	FIT2175 Usability	Degree 2	Degree 2
	Second Semester	FIT2114 Business information systems innovation and design	FIT2090 Business information systems and processes	Degree 2	Degree 2
Year 3	First Semester	FIT2094 Databases	FIT3174 Business information systems strategy and governance	Degree 2	Degree 2
	Second Semester	FIT2002 IT project management	FIT3138* Real time enterprise systems	Degree 2	Degree 2
Year 4	First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT Level 3 Elective**	Degree 2	Degree 2
	Second Semester	FIT3048* Industry experience studio project 2	FIT3158 Business decision models	Degree 2	Degree 2

** Students in the double degrees with Business and Commerce will complete an FIT level 3 elective in place of FIT1006

*Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Business information systems major will replace FIT3047, FIT3048 and the FIT Level 3 elective with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026

Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

Games and immersive media major

Year 1	First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1073 Game design	Degree 2	Degree 2
	Second Semester	FIT1045 Introduction to programming	FIT1033 Foundations of 3D	Degree 2	Degree 2
Year 2	First Semester	FIT1049 IT professional practice	FIT2098 Virtual and augmented reality	Degree 2	Degree 2
	Second Semester	FIT2001 Systems development	FIT2145 Game prototyping	Degree 2	Degree 2
Year 3	First Semester	FIT3187 3D character animation	FIT2096 Games programming OR FIT2169 Immersive environments	Degree 2	Degree 2
	Second Semester	FIT2002 IT project management	FIT2094 Databases	Degree 2	Degree 2
Year 4	First Semester	FIT3039* Studio project 1	FIT3172* Sonics	Degree 2	Degree 2
	Second Semester	FIT3040* Studio project 2	FIT3097 Technical art	Degree 2	Degree 2

* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Games and immersive media major will replace FIT3039 and FIT3040 and FIT3172 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026

Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

Software development major

Year 1	First Semester	FIT1045 Introduction to programming	FIT1050 Web fundamentals	Degree 2	Degree 2
	Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java	Degree 2	Degree 2
Year 2	First Semester	FIT2094 Databases	FIT2081 Mobile application development	Degree 2	Degree 2
	Second Semester	FIT1049 IT professional practice	FIT2104 Web database interface	Degree 2	Degree 2
Year 3	First Semester	FIT2001 Systems development	FIT2175 Usability	Degree 2	Degree 2
	Second Semester	FIT2002 IT project management	FIT3178 iOs app development	Degree 2	Degree 2
Year 4	First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3077 Software engineering: architecture and design	Degree 2	Degree 2
	Second Semester	FIT3048* Industry experience studio project 2	FIT3184 Cloud computing	Degree 2	Degree 2

* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Software development major will replace FIT3047 and FIT3048 and FIT3184 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

Bachelor of Business Majors

For information on Business majors and requirements, refer to <https://handbook.monash.edu/2026/courses/B2017>

Bachelor of Digital Business

For information on Digital Business requirements, refer to <https://handbook.monash.edu/2026/courses/B2050>

Bachelor of Commerce Majors

For information on Commerce majors and requirements, refer to <https://handbook.monash.edu/2026/courses/B2025>

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Business/Digital Business/Commerce and Bachelor of Information Technology 32 units x 6cp = Total of 192 credit points
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	4 years full-time, 8 years part-time
Time limit	Time limit: 10 years. Students have ten years in which to complete this award from the time they commence first year. Periods of intermission are counted as part of the ten 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

2026 B2017, B2025, B2050 - OCT 2025

Source: Monash University 2026 Handbook - CRICOS Provider Number: 00008C

While the information provided here was correct at the time of viewing and/or printing, you should carefully read all official correspondence and other sources of information for students to stay informed about any changes. Consult with the relevant faculty officers if in doubt when planning your course. Some units described may change or may not be offered due to insufficient enrolments or changes to teaching personnel.