

# BACHELOR OF INFORMATION TECHNOLOGY (C2000) – 2017

## Multimedia Development major

### Year 1 (48 credit points)

|                        |   |  |   |                 |
|------------------------|---|--|---|-----------------|
| <b>First Semester</b>  | <b>FIT1048</b><br>Fundamentals of C++<br>OR<br><b>FIT1045</b><br>Algorithms and programming fundamentals in python<br>[VCE Mathematics Methods or Specialist Mathematics units 3 & 4 with a study score of 25 or MTH1010]<br>OR<br><b>FIT1051</b><br>Programming fundamentals in java | <b>FIT1033</b><br>Foundations of 3D              | <b>FIT1047</b><br>Introduction to computer systems, networks and security | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT1049</b><br>IT professional practice [12 pts FIT study]   | <b>FIT1046</b><br>Creative computing foundations | <b>Elective</b>   | <b>Elective</b> |

### Year 2 (48 credit points)

|                        |   |  |   |                 |
|------------------------|---|--|---|-----------------|
| <b>First Semester</b>  | <b>FIT2001</b><br>Systems development [24pts FIT study]<br>OR<br><b>FIT2099</b><br>Object-oriented design and implementation [One of FIT1045, FIT1048 or FIT1051] | <b>FIT2091</b><br>Creative computing studio 1<br><br>[FIT1046] | <b>FIT2094</b><br>Databases<br><br>[One of FIT1045, FIT1048 or FIT1051] | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT2002</b><br>IT project management<br><br>[36pts level 1 study including one of (FIT1040, FIT1045, FIT1048, FIT1051, ENG1003) and FIT1049]                   | <b>FIT2092</b><br>Creative computing studio 2<br><br>[FIT2091] | <b>FIT2087</b><br>Advanced 3D<br><br>[FIT1033]                          | <b>Elective</b> |

### Year 3 (48 credit points)

|                        |  |   |  |                 |
|------------------------|--|---|--|-----------------|
| <b>First Semester</b>  | <b>FIT3039</b><br>Studio project 1<br><br>[FIT2092 or (FIT2073 and FIT2096)] | <b>FIT3169</b><br>Immersive environments<br><br>[FIT1033]                             | <b>Elective</b>  | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT3040</b><br>Studio project 2<br><br>[FIT3039]                          | <b>FIT3146</b><br>Emergent technologies and interfaces [24pts level 2 or 3 FIT study] | <b>FIT3156</b><br>Advanced visual effects<br><br>[FIT2087 and FIT2092] | <b>Elective</b> |

### Multimedia Development Extended Major:

|                               |                             |
|-------------------------------|-----------------------------|
| FIT2073 Games design studio 1 | FIT3157 Advanced web design |
| FIT2098 Interactive media     | FIT3172 Sonics              |

### Notes

|                                   |   |
|-----------------------------------|---|
| <b>Credit points</b>              | Unless specified, all units are worth 6 credit points<br>Bachelor of Information Technology 24 units x 6cp = Total of 144 credit points   |
| <b>Year Level Requirements</b>    | 1) Normally 48 points, and a maximum of 60 points, of first year level units will be counted;<br>2) At least 36 points must be completed at third year level.   |
| <b>Unit requisites</b>            | All pre-requisite and co-requisite requirements must be undertaken in order to be able to enrol into a specific unit  |
| <b>Duration of degree</b>         | 3 years full-time, 6 years part-time  |
| <b>Time limit</b>                 | 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.   |
| <b>Monash University handbook</b> | Students should follow the course requirements for the year the course was commenced<br><a href="http://monash.edu/pubs/2017handbooks/courses/index-byfaculty-it.html">http://monash.edu/pubs/2017handbooks/courses/index-byfaculty-it.html</a> |