Bachelor of Information Technology – 2024

Double degrees with Business and Commerce (B2017 and B2025)

Business information systems major

Year 1 (48 credit poi	ints)	
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First	FIT1047	FIT1045	Degree 2	Degree 2
Semester	Introduction to computer	Introduction to		
	systems, networks and	programming		
	security			
Second	FIT1049	FIT1051	Degree 2	Degree 2
Semester	IT professional practice	Programming fundamentals		
		in java		
	[12 pts FIT study]			

Year 2 (48 credit points)

First Semester	FIT2001 Systems development [24pts FIT study]	FIT2081 Mobile applications development [FIT1045 or FIT1051]	Degree 2	Degree 2
Second Semester	FIT2095 Full stack development [FIT1045 or FIT1051]	FIT2090 Business information systems and processes [24pts FIT or BusEco study]	Degree 2	Degree 2

Year 3 (48 credit points)

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First	FIT2094	FIT3152	Degree 2	Degree 2
Semester	Databases	Data analytics		
	[FIT1045 or FIT1051]	[FIT2094 and (one of FIT1006,		
		ETC1000, ETF1100 or		
		equivalent)]		
Second	FIT2002	FIT3138	Degree 2	Degree 2
Semester	IT project management	Real time enterprise systems		
	[36pts level 1 study including	[12 pts Level 1 FIT, SCI, ENG		
	FIT1045 or FIT1051]	study]		

Year 4 (48 credit points)

First	FIT3047*	FIT Level 3 Elective**	Degree 2	Degree 2
Semester	Industry experience studio			
	project 1			
	[Refer to Handbook]			
Second	FIT3048*	FIT3158	Degree 2	Degree 2
Semester	Industry experience studio	Business decision models		
	project 2	[24pts FIT or BusEco study and		
	[FIT3047]	one of FIT1006, ETC1000,		
		ETF1100 or equivalent]		

^{**} 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 and 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 in order to complete the course in 4 years.

Bachelor of Information Technology – 2024 Double degrees with Business and Commerce (B2017 and B2025) Cybersecurity major

Year 1 (48 credit points)					
First Semester	FIT1045 Introduction to programming	FIT1093 Cybersecurity tools and techniques	Degree 2	Degree 2	
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1057 Introduction to cybersecurity	Degree 2	Degree 2	
Year 2 (48 cr	edit points)				
First Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT2081 Mobile applications development [One of FIT1045 or FIT1048 or FIT1051]	Degree 2	Degree 2	
Second Semester	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	FIT2100 Operating systems [FIT1047]	Degree 2	Degree 2	
Year 3 (48 cr	•				
First Semester	FIT2001 Systems development [24pts FIT study]	FIT3173 Software security [FIT1045 and FIT2100]	Degree 2	Degree 2	
Second Semester	FIT2002 IT project management [36pts level 1 study including one of FIT1045, FIT1048, FIT1051, ENG1003]	FIT3168 IT forensics [FIT1045 and FIT2100]	Degree 2	Degree 2	
Year 4 (48 d	credit points)				
First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3165 Computer networks [FIT1045]	Degree 2	Degree 2	
Second	FIT3048*	FIT3031	Degree 2	Degree 2	

* Industry Based Learning (IBL)

project 2 [FIT3047]

Industry experience studio

Semester

- Students accepted into the IBL program completing the Cybersecurity media 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.

Network security

[FIT1047 and FIT1093]

Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4
years.

Bachelor of Information Technology – 2024 Double degrees with Business and Commerce (B2017 and B2025) Games and immersive media major

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Year 1 (48 cr	Year 1 (48 credit points)						
First	FIT1045	FIT1073	Degree 2	Degree 2			
Semester	Introduction to	Game design					
	programming						
C	FIT4 0.47	FIT4 022	D	Danie 2			
Second	FIT1047	FIT1033	Degree 2	Degree 2			
Semester	Introduction to computer	Foundations of 3D					
	systems, networks and security						
Year 2 (48 cr	· · · · · · · · · · · · · · · · · · ·						
First	FIT2001	FIT2098	Degree 2	Degree 2			
Semester	Systems	Virtual and augmented	Degree 2	Degree 2			
Semester	development	reality					
	[24pts FIT study]	reality					
	[2.50	[FIT1033]					
Second	FIT1049	FIT2145	Degree 2	Degree 2			
Semester	IT professional practice	Game prototyping					
		[FIT1073]					
	[12 pts FIT study]						
	redit points)						
First	FIT3187	FIT2096	Degree 2	Degree 2			
Semester	3D character animation	Games programming					
	[[]]	[FIT1045]					
	[FIT2098]	OR FIT2169					
		Immersive environments					
		[FIT1033]					
Second	FIT2002	FIT2094	Degree 2	Degree 2			
Semester	IT project management	Databases					
Scinestei	Tr project management						
	[36pts level 1 study including	[FIT1045 or FIT1051]					
	FIT1045 or FIT1051]						
Year 4 (48 credit points)							
First	FIT3039*	FIT3172*	Degree 2	Degree 2			
Semester	Studio project 1	Sonics	3	-3			
	[FIT2145 and one of FIT2096 or	[24 pts of level 2 study]					
	FIT2169 and 84 points of study]						
Second	FIT3040*	FIT3097	Degree 2	Degree 2			
Semester	Studio project 2	Technical art	_				
	' '	[One of FIT2096, FIT2145,					
		E:T04.001					

* Industry Based Learning (IBL)

[FIT3039]

- 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.

FIT2169]

• Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.

Bachelor of Information Technology – 2024 Double degrees with Business and Commerce (B2017 and B2025) Software development major

Year 1	(48 credit	points)

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First	FIT1045	FIT1050	Degree 2	Degree 2
Semester	Introduction to	Web fundamentals		
	programming			
Second	FIT1047	FIT1051	Degree 2	Degree 2
Semester	Introduction to computer	Programming fundamentals		
	systems, networks and	in java		
	security			
Year 2 (48 c	redit points)			
First	FIT1049	FIT2081	Degree 2	Degree 2
Semester	IT professional practice	Mobile application		
		development		
	[12 pts FIT study]	[FIT1045 or FIT1051]		
Second	FIT2094	FIT2175	Degree 2	Degree 2
Semester	Databases	Usability		
	[FIT1045 or FIT1051]	[FIT1045 or FIT1051]		
	redit points)			
First	FIT2001	FIT3178	Degree 2	Degree 2
Semester	Systems development	iOs app development		
		[FIT1045 and 24 pts of FIT Level		
	[24pts FIT study]	2 or 3 units]		
Second	FIT2002	FIT2104	Degree 2	Degree 2
Semester	IT project management	Web database interface		
	[36pts level 1 study including			
	FIT1045 or FIT1051]	[FIT2094]		
Year 4 (48 c	redit points)			
First	FIT3047*	FIT3077	Degree 2	Degree 2
Semester	Industry experience studio	Software engineering:		
	project 1	architecture and design		
	[Refer to Handbook]	[FIT1045 and FIT2001]		
Second	FIT3048*	FIT3146*	Degree 2	Degree 2
Semester	Industry experience studio	Maker lab		
	project 2	[FIT1045 or FIT1051 and 90 pts		
	[FIT3047]	of any units]		

* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Software development major will replace FIT3047 and FIT3048 and FIT3146 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 in order to complete the course in 4 years.