### Year 1

#### Semester 1
- **FIT1004** Data management or **FIT2094** Databases [FIT1040 or FIT1045 or FIT1048 or FIT1051] (CL S1, S2)
- **FIT1031** Computers and networks or **FIT1047** Introduction to computers, networks and security (CL S1, S2)
- **FIT1040** Digital futures: adventures in programming (CL S1)
- **FIT1039** Web systems or **FIT1050** Web fundamentals (CL S1)

#### Semester 2
- Elective 1 (any Monash unit)
- Elective 2 (any Monash unit)
- Elective 3 (any Monash unit)
- Elective 4 (any Monash unit)

### Year 2

#### Semester 1
- **FIT2001** Systems development [24pts FIT units] (CL S1, S2)
- **FIT2002** IT project management [Refer to Handbook] (CL S1, S2)
- **FIT2077** Advanced data management or **FIT3176** Advanced Database design [FIT1004 or FIT2094 or FIT3171] (CL S1)
- **FIT2081** Mobile application development [Refer to Handbook] (CL S1)
- **FIT2105** e-Business software technologies [Refer to Handbook] (CL S1)

#### Semester 2
- **FIT2033** IT professional practice or **FIT1049** IT professional practice [12pts FIT units] (CL S1, S2)
- **FIT2076** Web-database interface or **FIT2104** Web database interface [Refer to Handbook] (CL S2)
- **FIT2027** Systems design and implementation [FIT1040 & FIT1004 & FIT2001] (CL S2)
- Elective 5 (any Monash unit)

### Year 3

#### Semester 1
- **FIT3047** Industry experience studio project 1 [Refer to Handbook] (CL S1)
- Applications Development major elective (see list of units below)
- Elective 6 (any Monash unit)
- Elective 7 (any Monash unit)

#### Semester 2
- **FIT3048** Industry experience studio project 2 [FIT3047] (CL S2)
- **FIT3063** Human-computer interaction or **FIT3175** Usability [Refer to Handbook] (CL S1)
- Applications Development major elective (see list of units below)
- Elective 8 (any Monash unit)

### Applications Development Electives:
- **FIT1048** Foundations of C++ (CL S2)
- **FIT2096** Games programming 1 (CL S1)
- **FIT2099** Data structures and algorithms (not offered)
- **FIT2099** Object oriented design and implementation (CL S1)
- **FIT2049** Games programming with C++ (not offered)
- **FIT3056** Secure and trusted software systems (not offered)
- **FIT2027** Software engineering practice (not offered)
- **FIT3027** Android and iOS development (CA S1)
- **FIT2024** Software engineering practice (not offered)
- **FIT3138** Real-time enterprise systems (CL S2)

### Course Requirements Checklist:
- 8 x information technology core units
- a MAXIMUM of 60 points of Level 1 units (10 units)
- 2 x industry experience units
- a MINIMUM of 36 points of Level 3 units (6 units); of which at least 24 points must those offered by FIT
- 6 x Applications Development major core units
- 2 x Applications Development major electives units
- 8 x elective units
- a MINIMUM of 60 points of Level 1 units (10 units)
- MUST complete a total of 144 points (24 units)
- MUST complete all requirements within 8 years
- **FIT2049** Games programming with C++ (not offered)
- **FIT2027** Software engineering practice (not offered)
- **FIT3138** Real-time enterprise systems (CL S2)

All course variations must be approved by the Course Director and must be confirmed in writing.

*Please see https://monash.edu/pubs/2018handbooks/units/index.html for unit descriptions.*