Bachelor of Information Technology (C2000) – 2024
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 [12 pts FIT study]	**Elective**	**FIT1033** Foundations of 3D	**Elective**

Year 2 (48 credit points)

First Semester	**FIT2001** Systems development [24pts FIT study]	**FIT2098** Virtual and augmented reality [FIT1033]	**FIT2096** Games programming [FIT1045] OR **FIT2169** Immersive environments [FIT1033]	**Elective**
Second Semester	**FIT2002** IT project management [Completion of 36pts study including FIT1045 orFIT1051]	**FIT2145** Game prototyping [FIT1073]	**FIT2094** Databases [FIT1045 or FIT1051]	**Elective**

Year 3 (48 credit points)

First Semester	**FIT3039*** Studio project 1 [One of FIT2096 or FIT2169 and 84 points of study]	**FIT3187** 3D character animation [FIT2098]	**FIT3172*** Sonics [24 pts of level 2 study]	**Elective**
Second Semester	**FIT3040*** Studio project 2 [FIT3039]	**FIT3097** Technical art [One of FIT2096, FIT2169 or FIT2145]	**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