

# Bachelor of Information Technology (C2000) – 2023

## Games and immersive media major

### Year 1 (48 credit points)

|                        |   |   |                                     |                 |
|------------------------|---|---|-------------------------------------|-----------------|
| <b>First Semester</b>  | <b>FIT1045</b><br>Introduction to programming | <b>FIT1047</b><br>Introduction to computer systems, networks and security | <b>FIT1073</b><br>Game design       | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT1049</b><br>IT professional practice    | <b>Elective</b>   | <b>FIT1033</b><br>Foundations of 3D | <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>FIT2098</b><br>Virtual and augmented reality [FIT1033] | <b>FIT2096</b><br>Games programming [FIT1045]<br>OR<br><b>FIT2169</b><br>Immersive environments [FIT1033] | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT2002</b><br>IT project management<br><br>[Completion of 36pts study including one of FIT1045, FIT1048, FIT1051, ENG1003]                                    | <b>FIT2145</b><br>Game prototyping [FIT1073]              | <b>FIT2094</b><br>Databases<br><br>[One of FIT1045, FIT1048 or FIT1051]                                   | <b>Elective</b> |

### Year 3 (48 credit points)

|                        |   |   |   |                 |
|------------------------|---|---|---|-----------------|
| <b>First Semester</b>  | <b>FIT3039</b><br>Studio project 1 [One of FIT2096 or FIT2169 and 84 points of study] | <b>Games and immersive media unit</b><br>(choose from list) | <b>Games and immersive media unit</b><br>(choose from list) | <b>Elective</b> |
| <b>Second Semester</b> | <b>FIT3040</b><br>Studio project 2 [FIT3039]  | <b>Games and immersive media unit</b><br>(choose from list) | <b>Elective</b>   | <b>Elective</b> |

### Games and immersive media units (choose 3)

FIT3187 3D character animation  
FIT3146 Maker lab  
FIT3172 Sonics  
FIT3097 Technical art

### \* Industry Based Learning (IBL)

- Students accepted into the IBL program will replace FIT3039, FIT3040 and one Games and immersive media unit 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

|                                   |   |
|-----------------------------------|---|
| <b>Credit points</b>              | Unless specified, all units are worth 6 credit points<br>Bachelor of Information Technology 24 units x 6 credit points = 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="https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology">https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology</a> |