

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2023

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Business information systems major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1006 Business information analysis [Yr 12 Maths or MTH1010]	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT2081 Mobile applications development [One of FIT1045, FIT1048 or FIT1051] OR FIT2095 eBusiness software technologies [One of FIT1045, FIT1048 or FIT1051]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT Elective 1 OR FIT1013* Digital futures: IT for Business	FIT2090 Business information systems and processes [24pts FIT or BusEco study]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	FIT2001 Systems development [24pts FIT study]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management [36pts level 1 study including one of FIT1045, FIT1048, FIT1051, ENG1003]	FIT3003 Business intelligence and data warehousing [FIT2094] OR FIT3152 Data analytics [FIT1006]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3174 IT strategy and governance [24pts FIT level 2 study] OR FIT3138 Real time enterprise systems [12 pts FIT, SCI, ENG study]	Arts major Criminology Unit **	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 [FIT3047]	FIT3158 Business decision models [24pts FIT or BusEco study and one of FIT1006, ETC1000, STA1010]	Arts major Criminology Unit**	Arts Elective Criminology Unit**

*Industry Based Learning (IBL)

- Students accepted into the IBL program will replace FIT3047, FIT3048 and FIT3152/FIT3003 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.
- IBL students or any students considering IBL completing the BIS major will need to complete FIT1013 in semester 2.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2023

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Cybersecurity major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1047 Introduction to computer systems, networks and security	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT Elective 1	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT2081 Mobile applications development [One of FIT1045 or FIT1048 or FIT1051]	FIT2093 Introduction to cyber security [FIT1047 and one of FIT1045, FIT1048 or FIT1051]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	FIT2100 Operating systems [FIT1047]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2001 Systems development [24pts FIT study] OR FIT2099 Object-oriented design and implementation [One of FIT1045, FIT1048 or FIT1051]	Cybersecurity unit (choose from list)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management [36pts level 1 study including one of FIT1045, FIT1048, FIT1051, ENG1003]	Cybersecurity unit (choose from list)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	Cybersecurity unit (choose from list)	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 [FIT3047]	FIT Elective 2*	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Cybersecurity units (choose 3)

FIT3031 Network security
FIT3165 Computer networks
FIT3168 IT forensics
FIT3173 Software security

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Bachelor of Information Technology and Bachelor of Arts (C2002) – 2023

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Games and immersive media major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1073 Game design	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1033 Foundations of 3D	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT2001 Systems development [24pts FIT study] OR FIT2099 Object-oriented design and implementation [One of FIT1045, FIT1048 or FIT1051]	FIT2098 Virtual and augmented reality [FIT1033]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT2145 Game prototyping [FIT1073]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	FIT2096 Games programming [FIT1045] OR FIT2169 Immersive environments [FIT1033]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management [36pts level 1 study including one of FIT1045, FIT1048, FIT1051, ENG1003]	Games and immersive media unit (choose from list)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3039* Studio project 1 [FIT2145 and one of FIT2096 or FIT2169 and 84 points of study]	Games and immersive media unit (choose from list)	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3040* Studio project 2 [FIT3039]	Games and immersive media unit (choose from list)	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Games and immersive media units (choose 3)

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

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- Students accepted into the IBL program will replace FIT3039 and FIT3040 and one Games and immersive media unit on the IT side of their degree with FIT3045 Industry based learning (18 points).
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Bachelor of Information Technology and Bachelor of Arts (C2002) – 2023

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Software development major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1050 Web fundamentals	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT Elective 1	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT2001 Systems development [24pts FIT study]	FIT2094 Databases [One of FIT1045, FIT1048 or FIT1051]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT1049 IT professional practice [12 pts FIT study]	FIT2104 Web database interface [FIT2094] OR FIT2081 Mobile application development [FIT1045, FIT1048 or FIT1051]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT Elective 2	FIT3175 Usability [FIT1045, FIT1048 or FIT1051]	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management [36pts level 1 study including one of FIT1045, FIT1048, FIT1051, ENG1003]	FIT Elective 3*	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	Software Development unit (choose from list)	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 [FIT3047]	Software Development unit (choose from list)	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Software development units (choose 2)

FIT3077 Software engineering: architecture and design	FIT3173 Software security
FIT3134 Entrepreneurship or BEX3411 Entrepreneurship	FIT3176 Advanced database design
FIT3146 Maker lab	FIT3178 iOS app development

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Bachelor of Arts Majors

For information on Arts majors and approved sequences, refer to <https://handbook.monash.edu/browse/By%20Faculty/FacultyofArts>

**Bachelor of Criminology

For information on the Bachelor of Criminology requirements, refer to <https://handbook.monash.edu/2022/courses/A2009>

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology and Bachelor of Arts 32 units x 6cp = Total of 192 credit points Bachelor of Criminology and Bachelor of Information Technology 32 units x 6cp = Total of 192 credit points
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	4 years full-time, 8 years part-time
Time limit	Time limit: 10 years. Students have ten years in which to complete this award from the time they commence first year. Periods of intermission are counted as part of the ten 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