



MONASH
University

GAMES AND IMMERSIVE MEDIA

FACULTY OF
INFORMATION TECHNOLOGY
DISCIPLINE GUIDE



SO YOU'RE INTERESTED IN GAMES AND IMMERSIVE MEDIA

Capture hearts and minds by creating unforgettable digital experiences.

GREAT IF YOU LOVE



ART AND
ANIMATION



COMMUNITY



CREATIVITY



STORYTELLING

GAIN SOUGHT-AFTER EXPERTISE

Monash will equip you with:

TECHNICAL SKILLS

- Game design, programming and prototyping
- VR and AR
- 3D modelling and animation
- Digital sound design
- Environmental art

POWER SKILLS

- Critical thinking
- Problem-solving
- Design and analysis
- Communication and presentation
- Teamwork and collaboration

PICK YOUR PATHWAY

Bachelor of Information Technology majoring in
Games and Immersive Media



3 years FT/6 years PT



Clayton

ATAR¹: 73
IB: 26
MG: 73

Bachelor of Information Technology majoring in
Games and Immersive Media
+ Bachelor of Fine Art



4 years FT/8 years PT



Clayton

ATAR¹: Range of criteria
IB: Range of criteria
MG: Range of criteria

Bachelor of Information Technology majoring in
Games and Immersive Media
+ Bachelor of Design



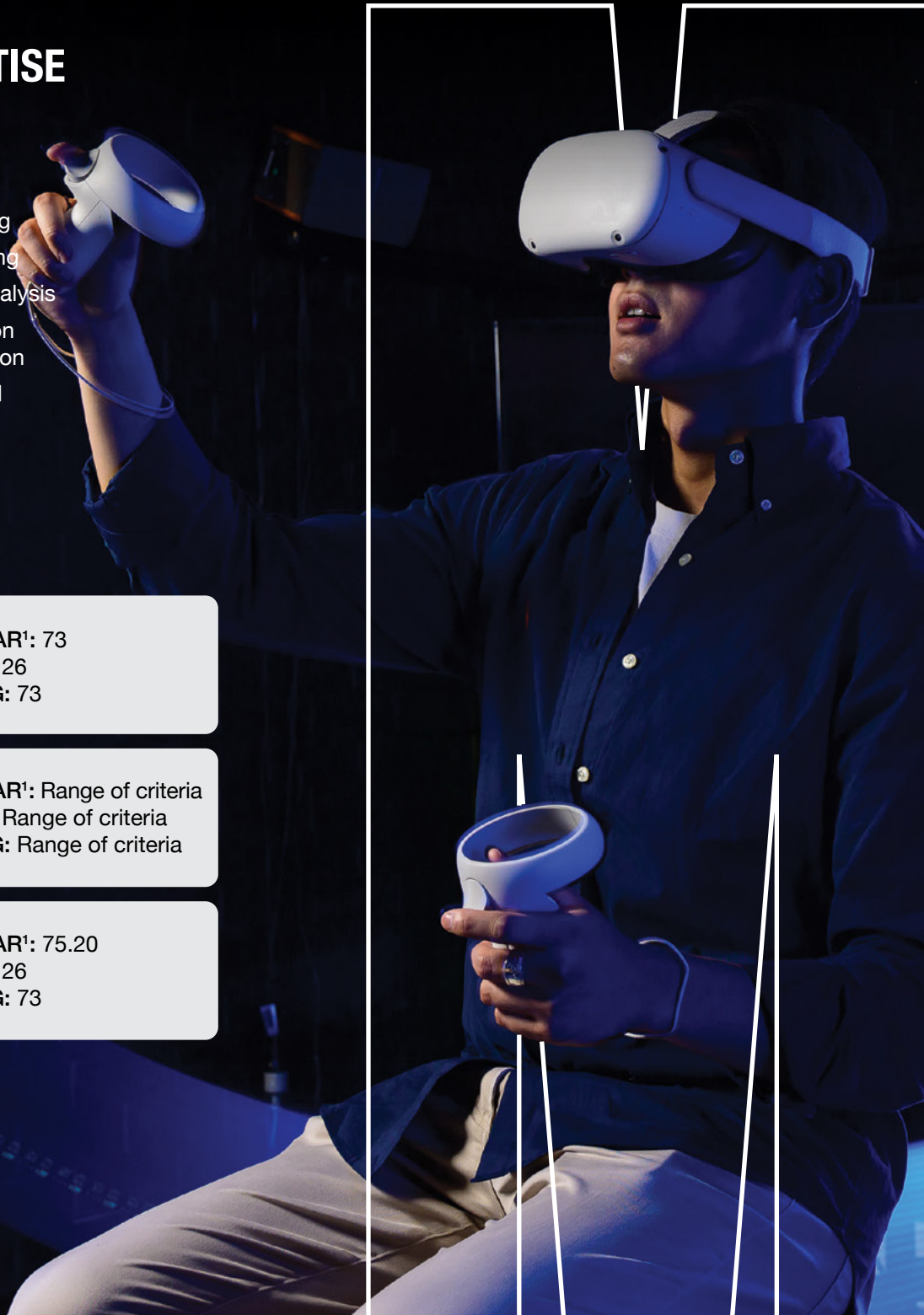
4 years FT/8 years PT



Clayton

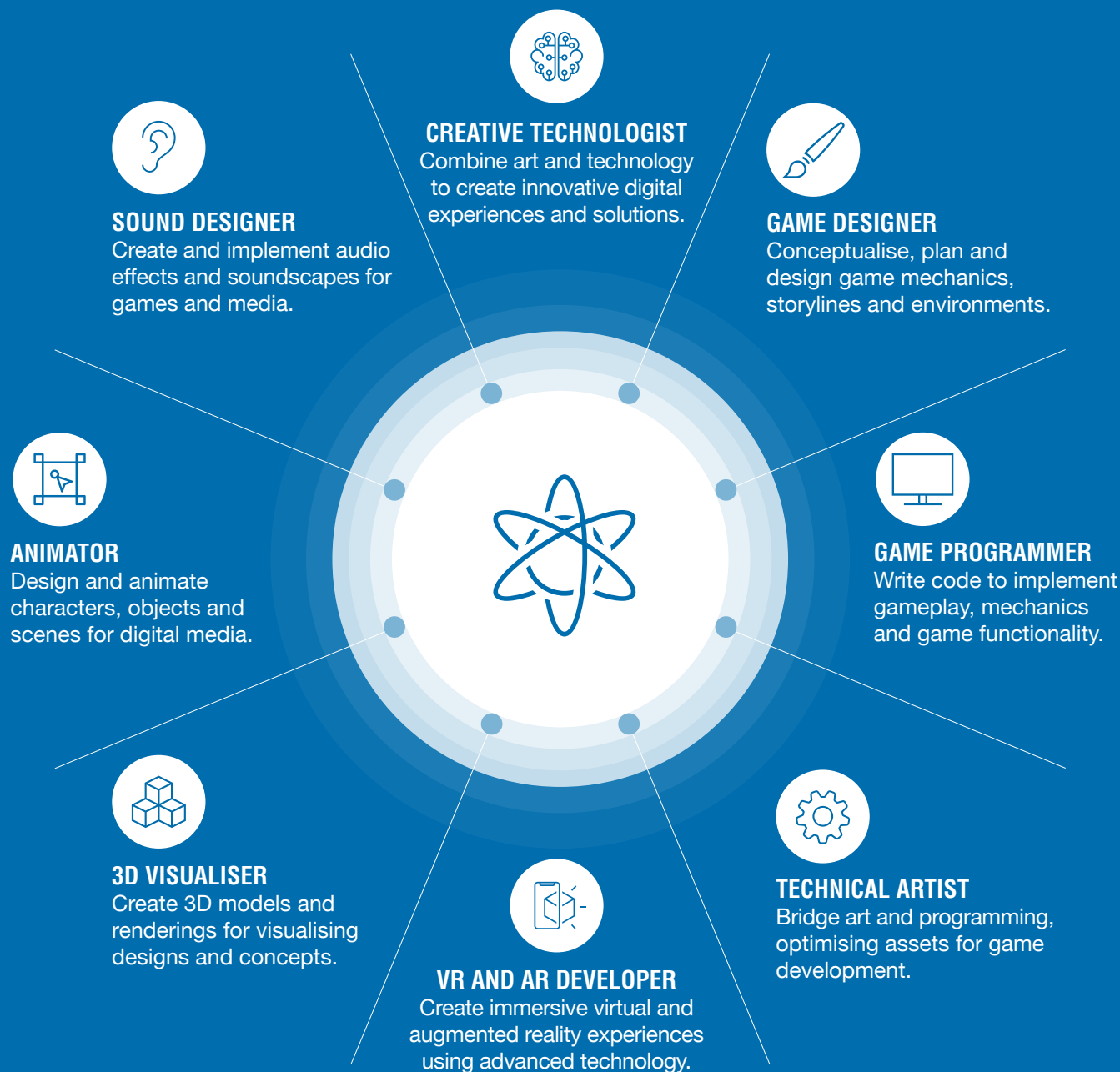
ATAR¹: 75.20
IB: 26
MG: 73

¹ Indicative ATAR, subject to change



A LOOK INTO THE CRYSTAL BALL

Top emerging careers you could pursue in games and immersive media include:



CHECK OUT 'FALL OF THE MACHINAE'

An awesome game created by four of our Games and Immersive Media students.



Watch now:
youtu.be/9RGn5EJELb4

EAGER TO LEARN MORE?

Scan the QR code to read our latest course guide and learn about prerequisites, student life and other helpful information.



Visit:
monash.edu/it/future-students/undergraduate