



BACHELOR OF INFORMATION TECHNOLOGY AND SYSTEMS (3334): 2014 - 2015 Games Development Major: Caulfield

Student Name: _____ ID: _____

This course map shows a recommended progression only. Some units can be taken in semesters other than those indicated below. Students completing units in a different sequence to that indicated below should be aware of unit prerequisites and semesters of offering prior to varying their course progression. Please see a Course Advisor for any queries.

YEAR 1

SEMESTER 1	FIT1004 Data management or FIT2094 Databases [FIT1040 or FIT1045 or FIT1048 or FIT1051] (CL S1, S2)	FIT1040 Digital futures: adventures in programming (CL S1)	FIT1033 Foundations of 3D (CL S1)	VCM1001 Visual communication or FIT1046 Interactive media foundations (CL S2)
SEMESTER 2	FIT1031 Computers and networks or FIT1047 Introduction to computers, networks and security (CL S1, S2)	FIT1034 Principles of computer graphics or FIT2097 Games Programming 2 [FIT2096] (CL S2)	Elective 1 (any Monash unit)	Elective 2 (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)	FIT2049 Games programming with C++ or FIT2096 Games Programming 1 [FIT1048 or FIT2071] (CL S1)	Elective 3 (any Monash unit)
SEMESTER 2	FIT2003 IT professional practice [24pts FIT study] or FIT1049 IT professional practice [12pts FIT units] (CL S1, S2)	FIT2071 Foundations of C++ or FIT1048 Foundations of C++ (CL S2)	FIT2073 Game design studio 1 (CL S2)	Elective 4 (any Monash unit)

YEAR 3

SEMESTER 1	FIT3039 Studio project 1 [Refer to Handbook] (CL S1, S2)	FIT3094 Artificial life, artificial intelligence and virtual environments [FIT2049 or FIT2096] (CL S1)	FIT3145 Game Design studio 2 [Refer to Handbook] (CL S2)	Elective 5 (any Monash unit)
SEMESTER 2	FIT3040 Studio project 2 [FIT3039] (CL S1, S2)	FIT3146 Emergent technologies and interfaces [24pts level 2 or 3 FIT units] (CL S2)	Elective 6 (any Monash unit)	Elective 7 (any Monash unit)

COURSE REQUIREMENTS CHECKLIST

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|--|--|
| <input type="checkbox"/> 6 x information technology core units | <input type="checkbox"/> a MAXIMUM of 60pts of Lvl 1 units (10 units) |
| <input type="checkbox"/> 9 x Games Development major units | <input type="checkbox"/> a MINIMUM of 36pts of Lvl 3 units (6 units); of which at least 24pts must be FIT units |
| <input type="checkbox"/> 2 x studio units | <input type="checkbox"/> MUST complete a total of 144pts (24 units) |
| <input type="checkbox"/> 7 x elective units | <input type="checkbox"/> MUST complete all requirements within 8 years |

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.