

# Bachelor of Information Technology – 2025

## Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

### Applied cybersecurity major

#### Year 1 (48 credit points)

First Semester	<b>FIT1047</b> Introduction to computer systems, networks and security	<b>FIT1057</b> Introduction to cyber security	Degree 2	Degree 2
Second Semester	<b>FIT1045</b> Introduction to programming	<b>FIT1093</b> Cybersecurity tools and techniques	Degree 2	Degree 2

#### Year 2 (48 credit points)

First Semester	<b>FIT1049</b> IT professional practice	<b>FIT2173</b> Software security	Degree 2	Degree 2
Second Semester	<b>FIT2094</b> Databases	<b>FIT2100</b> Operating systems	Degree 2	Degree 2

#### Year 3 (48 credit points)

First Semester	<b>FIT2001</b> Systems development	<b>FIT2165</b> Computer networks	Degree 2	Degree 2
Second Semester	<b>FIT2002</b> IT project management	<b>FIT3168</b> IT forensics	Degree 2	Degree 2

#### Year 4 (48 credit points)

First Semester	<b>FIT3047*</b> Industry experience studio project 1 [Refer to <a href="#">Handbook</a> ]	<b>FIT3031*</b> Network security	Degree 2	Degree 2
Second Semester	<b>FIT3048*</b> Industry experience studio project 2	<b>FIT3186</b> Vulnerability analysis, response and mitigation	Degree 2	Degree 2

#### \* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Applied cybersecurity major will replace FIT3047 and FIT3048 and FIT3031 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.

# Bachelor of Information Technology – 2025

## Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

### Business information systems major

#### Year 1 (48 credit points)

<b>First Semester</b>	<b>FIT1045</b> Introduction to programming	<b>FIT1047</b> Introduction to computer systems, networks and security	Degree 2	Degree 2
<b>Second Semester</b>	<b>FIT1049</b> IT professional practice	<b>FIT1051</b> Programming fundamentals in java	Degree 2	Degree 2

#### Year 2 (48 credit points)

<b>First Semester</b>	<b>FIT2001</b> Systems development	<b>FIT2081</b> Mobile applications development	Degree 2	Degree 2
<b>Second Semester</b>	<b>FIT2095</b> Full stack development	<b>FIT2090</b> Business information systems and processes	Degree 2	Degree 2

#### Year 3 (48 credit points)

<b>First Semester</b>	<b>FIT2094</b> Databases	<b>FIT3152</b> Data analytics	Degree 2	Degree 2
<b>Second Semester</b>	<b>FIT2002</b> IT project management	<b>FIT3138*</b> Real time enterprise systems	Degree 2	Degree 2

#### Year 4 (48 credit points)

<b>First Semester</b>	<b>FIT3047*</b> Industry experience studio project 1 [Refer to <a href="#">Handbook</a> ]	<b>FIT Level 3 Elective**</b>	Degree 2	Degree 2
<b>Second Semester</b>	<b>FIT3048*</b> Industry experience studio project 2	<b>FIT3158</b> Business decision models	Degree 2	Degree 2

\*\* Students in the double degrees with Business and Commerce will complete an FIT level 3 elective in place of FIT1006.

#### \*Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Business information systems major will replace FIT3047, FIT3048 and the FIT Level 3 elective 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.

## Bachelor of Information Technology – 2025

### Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

#### Games and immersive media major

#### Year 1 (48 credit points)

First Semester	<b>FIT1047</b> Introduction to computer systems, networks and security	<b>FIT1073</b> Game design	Degree 2	Degree 2
Second Semester	<b>FIT1045</b> Introduction to programming	<b>FIT1033</b> Foundations of 3D	Degree 2	Degree 2

#### Year 2 (48 credit points)

First Semester	<b>FIT1049</b> IT professional practice	<b>FIT2098</b> Virtual and augmented reality	Degree 2	Degree 2
Second Semester	<b>FIT2001</b> Systems development	<b>FIT2145</b> Game prototyping	Degree 2	Degree 2

#### Year 3 (48 credit points)

First Semester	<b>FIT3187</b> 3D character animation	<b>FIT2096</b> Games programming OR <b>FIT2169</b> Immersive environments	Degree 2	Degree 2
Second Semester	<b>FIT2002</b> IT project management	<b>FIT2094</b> Databases	Degree 2	Degree 2

#### Year 4 (48 credit points)

First Semester	<b>FIT3039*</b> Studio project 1	<b>FIT3172*</b> Sonics	Degree 2	Degree 2
Second Semester	<b>FIT3040*</b> Studio project 2	<b>FIT3097</b> Technical art	Degree 2	Degree 2

#### \* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Games and immersive media major will replace FIT3039 and FIT3040 and FIT3172 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.

# Bachelor of Information Technology – 2025

## Double degrees with Business, Digital Business and Commerce (B2017, B2050 and B2025)

### Software development major

#### Year 1 (48 credit points)

First Semester	<b>FIT1045</b> Introduction to programming	<b>FIT1050</b> Web fundamentals	Degree 2	Degree 2
Second Semester	<b>FIT1047</b> Introduction to computer systems, networks and security	<b>FIT1051</b> Programming fundamentals in java	Degree 2	Degree 2

#### Year 2 (48 credit points)

First Semester	<b>FIT1049</b> IT professional practice	<b>FIT2081</b> Mobile application development	Degree 2	Degree 2
Second Semester	<b>FIT2094</b> Databases	<b>FIT2175</b> Usability	Degree 2	Degree 2

#### Year 3 (48 credit points)

First Semester	<b>FIT2001</b> Systems development	<b>FIT3178</b> iOS app development	Degree 2	Degree 2
Second Semester	<b>FIT2002</b> IT project management	<b>FIT2104</b> Web database interface	Degree 2	Degree 2

#### Year 4 (48 credit points)

First Semester	<b>FIT3047*</b> Industry experience studio project 1 [Refer to <a href="#">Handbook</a> ]	<b>FIT3077</b> Software engineering: architecture and design	Degree 2	Degree 2
Second Semester	<b>FIT3048*</b> Industry experience studio project 2	<b>FIT3184</b> Cloud computing	Degree 2	Degree 2

#### \* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Software development major will replace FIT3047 and FIT3048 and FIT3184 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.

#### Bachelor of Business Majors

For information on Business majors and requirements, refer to <https://handbook.monash.edu/2025/courses/B2017>

#### Bachelor of Digital Business

For information on Digital Business requirements, refer to <https://handbook.monash.edu/2025/courses/B2050>

#### Bachelor of Commerce Majors

For information on the Bachelor of Commerce majors and requirements, refer to <https://handbook.monash.edu/2025/courses/B2025>

#### Notes

<b>Credit points</b>	Unless specified, all units are worth 6 credit points Bachelor of Business/Digital Business/Commerce and Bachelor of Information Technology 32 units x 6cp = Total of 192 credit points
<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>	4 years full-time, 8 years part-time
<b>Time limit</b>	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.
<b>Monash University handbook</b>	Students should follow the course requirements for the year the course was commenced <a href="https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology">https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology</a>