

## Bachelor of Information Technology (C2000) – 2027 (March intake)

### Major: Games and immersive media

|        |                 |                                                                     |                                                                                   |                                          |                                                                                                                                     |
|--------|-----------------|---------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Year 1 | First Semester  | FIT1045<br>Software development 1: programming foundations          | FIT1047<br>Computing systems 1: foundations and operations                        | FIT1062<br>Data management               | Major unit 1<br>OR<br>FIT1063<br>Topics in computing<br>OR<br>MTH1010+<br>Functions and their applications<br>OR<br><b>Elective</b> |
|        | Second Semester | FIT1033<br>Foundations of 3D                                        | <b>Elective</b>                                                                   | <b>Elective</b>                          | <b>Elective</b>                                                                                                                     |
| Year 2 | First Semester  | FIT2119<br>Computing in practice: professional practice             | FIT1073<br>Game design                                                            | FIT2098<br>Virtual and augmented reality | <b>Elective</b>                                                                                                                     |
|        | Second Semester | FIT2130*<br>Computing in practice: project practices and management | FIT2169<br>Immersive environments (S2)<br>or<br>FIT2096<br>Games programming (S1) | FIT2175<br>User interface design         | <b>Elective</b>                                                                                                                     |
| Year 3 | First Semester  | FIT3222*<br>Computing in practice: project 1                        | FIT3187<br>3D character animation                                                 | FIT3172<br>Sonics                        | <b>Elective</b>                                                                                                                     |
|        | Second Semester | FIT3223*<br>Computing in practice: project 2                        | FIT3097<br>Technical art                                                          | <b>Elective</b>                          | <b>Elective</b>                                                                                                                     |

#### +Note

If you're considering a major that requires VCE Mathematics Methods (Units 3 and 4) as a prerequisite, and you haven't completed this subject in year 12, you should enrol in MTH1010 before starting your major.

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

- Students accepted into the IBL program will replace FIT2130, FIT3222 and FIT3223 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 to complete the course in 3 years