

Bachelor of Information Technology and Bachelor of Science (C2003) – 2025

Applied cybersecurity major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1057 Introduction to cyber security	Science major approved level 1 sequence 1	Approved level 1 science sequence 2
Second Semester	FIT1045 Introduction to programming	FIT1093 Cybersecurity tools and techniques	Science major approved level 1 sequence 1	Approved Level 1 science sequence 2

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2173 Software security	Science major - level 2	One of SCI1020, STA1010, MTH1020, MTH1030 or MTH1035 [or level one Science elective if already taken as part of another sequence (Can be taken in semester 1 or 2)]
Second Semester	FIT2094 Databases	FIT2100 Operating systems	Science major - level 2	SCI1000 Science communication to influence change (Can be taken in semester 1 or 2)

Year 3 (48 credit points)

First Semester	FIT2001 Systems development	FIT2165 Computer networks	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT2002 IT project management	FIT3168 IT forensics	Science major - level 3	Science elective – level 2 or 3

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3031* Network security	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT3048* Industry experience studio project 2	FIT3186 Vulnerability analysis, response and mitigation	Science major - level 3	Science elective – level 2 or 3

* 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 and Bachelor of Science (C2003) – 2025

Business information systems major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1006 Business information analysis [Yr 12 Maths or MTH1010]	Science major approved level 1 sequence 1	Approved level 1 science sequence 2
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java	Science major approved level 1 sequence 1	Approved Level 1 science sequence 2

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2081 Mobile applications development	Science major - level 2	One of SCI1020, STA1010, MTH1020, MTH1030 or MTH1035 [or level one Science elective if already taken as part of another sequence (Can be taken in semester 1 or 2)]
Second Semester	FIT2095 Full stack development	FIT2090 Business information systems and processes	Science major - level 2	SCI1000 Science communication to influence change (Can be taken in semester 1 or 2)

Year 3 (48 credit points)

First Semester	FIT2094 Databases	FIT2001 Systems development	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT2002 IT project management	FIT3138* Real time enterprise systems	Science major - level 3	Science elective – level 2 or 3

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3152 Data analytics	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT3048* Industry experience studio project 2	FIT3158 Business decision models	Science major - level 3	Science elective – level 2 or 3

*Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Business information systems major will replace FIT3047, FIT3048 and FIT3138 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 and Bachelor of Science (C2003) – 2025

Games and immersive media major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1073 Game design	Science major approved level 1 sequence 1	Approved level 1 science sequence 2
Second Semester	FIT1045 Introduction to programming	FIT1033 Foundations of 3D	Science major approved level 1 sequence 1	Approved Level 1 science sequence 2

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2098 Virtual and augmented reality	Science major - level 2	One of SCI1020, STA1010, MTH1020, MTH1030 or MTH1035 [or level one Science elective if already taken as part of another sequence (Can be taken in semester 1 or 2)]
Second Semester	FIT2001 Systems development	FIT2145 Game prototyping	Science major - level 2	SCI1000 Science communication to influence change (Can be taken in semester 1 or 2)

Year 3 (48 credit points)

First Semester	FIT3187 3D character animation	FIT2096 Games programming OR FIT2169 Immersive environments	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT2002 IT project management	FIT2094 Databases	Science major - level 3	Science elective – level 2 or 3

Year 4 (48 credit points)

First Semester	FIT3039* Studio project 1	FIT3172* Sonics	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT3040* Studio project 2	FIT3097 Technical art	Science major - level 3	Science elective – level 2 or 3

* 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 and Bachelor of Science (C2003) – 2025

Software development major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1050 Web fundamentals	Science major approved level 1 sequence 1	Approved level 1 science sequence 2
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java	Science major approved level 1 sequence 1	Approved Level 1 science sequence 2

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2081 Mobile application development	Science major - level 2	One of SCI1020 , STA1010 , MTH1020 , MTH1030 or MTH1035 [or level one Science elective if already taken as part of another sequence (Can be taken in semester 1 or 2)]
Second Semester	FIT2094 Databases	FIT2175 Usability	Science major - level 2	SCI1000 Science communication to influence change (Can be taken in semester 1 or 2)

Year 3 (48 credit points)

First Semester	FIT2001 Systems development	FIT3178 iOS app development	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT2002 IT project management	FIT2104 Web database interface	Science major - level 3	Science elective – level 2 or 3

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook]	FIT3077 Software engineering: architecture and design	Science major - level 3	Science elective – level 2 or 3
Second Semester	FIT3048* Industry experience studio project 2	FIT3184 Cloud computing	Science major - level 3	Science elective – level 2 or 3

* 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 Science Majors and Sequences

For information on Science majors and approved sequences, refer to <https://www.monash.edu/science/current-students/manage-your-science-studies>

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology and Bachelor of Science 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