

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2025

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Applied cybersecurity major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1057 Introduction to cyber security	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1045 Introduction to programming	FIT1093 Cybersecurity tools and techniques	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2173 Software security	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2094 Databases	FIT2100 Operating systems	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2001 Systems development	FIT2165 Computer networks	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management	FIT3168 IT forensics	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook] Replace with: FIT3222 Computing in practice: Project 1	FIT3031* Network security	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 Replace with (from S2 2027): FIT3223 Computing in practice: Project 2	FIT3186 Vulnerability analysis, response and mitigation	Arts major Criminology Unit**	Arts Elective Criminology Unit**

* 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 Arts (C2002) – 2025

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Business information systems major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1006 Business information analysis Replace with: One of ETC1000, ETF1100, ETX1100, STA1010, SCI1020	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java Replace with: FIT1056 Making with artificial intelligence: Software in the AI era	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2081 Mobile applications development Replace with: FIT2133 Software development 2: Object and data modelling (S2)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2095 Full stack development	FIT2090 Business information systems and processes Replace with: FIT2179 Data visualisation (S1)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2094 Databases	FIT2001 Systems development	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management	FIT3138* Real time enterprise systems	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook] Replace with: FIT3222 Computing in practice: Project 1	FIT3152 Data analytics	Arts major Criminology Unit **	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 Replace with (from S2 2027): FIT3223 Computing in practice: Project 2	FIT3158 Business decision models	Arts major Criminology Unit**	Arts Elective Criminology Unit**

*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 to complete the course in 4 years

2025 C2002 - OCT 2026

Source: Monash University 2025 Handbook - CRICOS Provider Number: 00008C

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Bachelor of Information Technology and Bachelor of Arts (C2002) – 2025

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Games and immersive media major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1073 Game design	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1045 Introduction to programming	FIT1033 Foundations of 3D	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT1049 IT professional practice	FIT2098 Virtual and augmented reality	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2001 Systems development	FIT2145 Game prototyping	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT3187 3D character animation	FIT2096 Games programming OR FIT2169 Immersive environments	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management	FIT2094 Databases	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3039* Studio project 1 Replace with: FIT3222 Computing in practice: Project 1	FIT3172* Sonics	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3040* Studio project 2 Replace with (from S2 2027): FIT3223 Computing in practice: Project 2	FIT3097 Technical art	Arts major Criminology Unit**	Arts Elective Criminology Unit**

* 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.
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Bachelor of Information Technology and Bachelor of Arts (C2002) – 2025

Bachelor of Criminology and Bachelor of Information Technology (A2009)

Software development major

Year 1 (48 credit points)

First Semester	FIT1045 Introduction to programming	FIT1050 Web fundamentals	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT1047 Introduction to computer systems, networks and security	FIT1051 Programming fundamentals in java Replace with: FIT1056 Making with artificial intelligence: Software in the AI era	Arts major Criminology Unit**	Arts Elective Criminology Unit**

Year 2 (48 credit points)

First Semester	FIT2094 Databases	FIT2081 Mobile application development Replace with: FIT2133 Software development 2: Object and data modelling (S2)	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT1049 IT professional practice	FIT2104 Web database interface Replace with: FIT2095 Full stack development	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 3 (48 credit points)

First Semester	FIT2001 Systems development	FIT2175 Usability	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Second Semester	FIT2002 IT project management	FIT3178 iOS app development	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**

Year 4 (48 credit points)

First Semester	FIT3047* Industry experience studio project 1 [Refer to Handbook] Replace with: FIT3222 Computing in practice: Project 1	FIT3077 Software engineering: architecture and design	Arts major Criminology Unit**	Arts Elective Criminology Unit**
Second Semester	FIT3048* Industry experience studio project 2 Replace with (from S2 2027): FIT3223 Computing in practice: Project 2	FIT3184 Cloud computing	Arts major Criminology Unit**	Arts Elective Criminology Unit**

* 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.
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Bachelor of Arts Majors

For information on Arts majors and approved sequences, refer to <https://handbook.monash.edu/browse/By%20Faculty/FacultyofArts>

**Bachelor of Criminology

For information on the Bachelor of Criminology requirements, refer to <https://handbook.monash.edu/2022/courses/A2009>

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology and Bachelor of Arts 32 units x 6cp = Total of 192 credit points Bachelor of Criminology and Bachelor of Information Technology 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

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