



BACHELOR OF INFORMATION TECHNOLOGY AND SYSTEMS (3334)

2010 transition course map

Transition for Multimedia Games Development Major: Caulfield

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.

UNITS IN RED ARE REPLACEMENTS FOR CORE UNITS NO LONGER OFFERED. SEE <http://intranet.monash.edu.au/infotech/current/course-information/> FOR FURTHER TRANSITION INFORMATION.

Level 1

First Semester	FIT1001 Computer systems or FIT1031 Computers and networks or FIT1047** Introduction to computer systems, networks and security (CL S1, S2)	FIT1002 Computer programming or FIT1040 Digital futures: Adventures in programming (CL S1)	DIS1911 3D design and visualisation or FIT1033 Foundations of 3D (CL S1)	VCM1001 Visual communication
Second Semester	FIT1003 IT in organisations or FIT1036 Enterprises and information or FIT1028 Business information technology and systems (BE S2)	FIT1004 Data management	FIT1005 Networks and data communications or FIT1047** Introduction to computers, networks and security (CL S1, S2)	FIT1012 Website authoring

Level 2

First Semester	FIT2001 Systems development [24pts FIT study]	FIT2034 Computer programming 2 or FIT2071 Foundations of C++ [FIT1002 or FIT1040] (CA S1)	Elective 1 (any Monash level 1, 2 or 3 unit)	Elective 2 (any Monash level 1, 2 or 3 unit)
Second Semester	FIT2002 Project management [24pts of study, including FIT1040 or equivalent]	FIT2049 Games programming using C++ [FIT2071]	FIT2012 Digital media authoring or FIT1035 Digital media authoring [FIT1002 or FIT1040] (CA S2)	FIT2048 Game implementation and techniques or FIT2073 Game design studio 1 (CA S2, CL S2)

Level 3

First Semester	FIT3039 Studio 1 [Refer to Handbook]	FIT3094 Artificial life, artificial intelligence and virtual environments [FIT2049 or FIT2096]	FIT3095 Creating narrative in multimedia or FIT3145 Games engine programming [FIT2049 & FIT2073] (CA S1)	Elective 3 (any Monash level 2 or 3 unit)
Second Semester	FIT3040 Studio 2 [FIT3039]	FIT3023 Interactive environments or FIT3146 Emergent technologies and interfaces [24 pts level 2 or 3 FIT units] (CA S2)	Level 3 FIT unit (any campus)	Elective 4 (any Monash level 2 or 3 unit)

****Students that have not already completed BOTH FIT1031 and FIT1005 are required to complete FIT1047 and another FIT Level 1 unit.**

144 points must be completed to qualify for the degree of Bachelor of Information Technology and Systems, with the following conditions:

- normally 48 points, and a maximum of 60 points, of first year level units will be counted;
- at least 36 points must be completed at second year level;
- at least 36 points must be completed at third year level;

All course variations must be approved by the Course Director and must be confirmed in writing.