

# Bachelor of Information Technology (C2000) – 2026

## Games and immersive media major

|        |                 |                                                                                                                                     |                                                                           |                                                                                       |          |
|--------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|---------------------------------------------------------------------------------------|----------|
| Year 1 | First Semester  | <b>FIT1045</b><br>Introduction to programming                                                                                       | <b>FIT1047</b><br>Introduction to computer systems, networks and security | <b>FIT1073</b><br>Game design                                                         | Elective |
|        | Second Semester | <b>FIT1049</b><br>IT professional practice                                                                                          | Elective                                                                  | <b>FIT1033</b><br>Foundations of 3D                                                   | Elective |
| Year 2 | First Semester  | <b>FIT2001</b><br>Systems development                                                                                               | <b>FIT2098</b><br>Virtual and augmented reality                           | <b>FIT2096</b><br>Games programming<br>OR<br><b>FIT2169</b><br>Immersive environments | Elective |
|        | Second Semester | <b>FIT2002</b><br>IT project management                                                                                             | <b>FIT2145</b><br>Game prototyping                                        | <b>FIT2094</b><br>Databases                                                           | Elective |
| Year 3 | First Semester  | <b>FIT3039*</b><br>Studio project 1<br><b>Replace with:</b><br><b>FIT3222</b><br>Computing in practice:<br>Project 1                | <b>FIT3187</b><br>3D character animation                                  | <b>FIT3172*</b><br>Sonics                                                             | Elective |
|        | Second Semester | <b>FIT3040*</b><br>Studio project 2<br><b>Replace with (from S2 2027):</b><br><b>FIT3223</b><br>Computing in practice:<br>Project 2 | <b>FIT3097</b><br>Technical art                                           | Elective                                                                              | Elective |

\* Industry Based Learning (IBL)

- Students accepted into the IBL program will replace FIT3039, FIT3040 and FIT3172 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.

### Notes

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|-----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Credit points</b>              | Unless specified, all units are worth 6 credit points<br>Bachelor of Information Technology 24 units x 6 credit points = Total of 144 credit points                                                                                                                 |
| <b>Year Level Requirements</b>    | 1) Normally 48 points, and a maximum of 60 points of first year level units will be counted;<br>2) At least 36 points must be completed at third year level.                                                                                                        |
| <b>Unit requisites</b>            | All pre-requisite and co-requisite requirements must be undertaken to be able to enrol into a specific unit                                                                                                                                                         |
| <b>Duration of degree</b>         | 3 years full-time, 6 years part-time                                                                                                                                                                                                                                |
| <b>Time limit</b>                 | Time limit = 8 years. Students have eight years in which to complete this award from the time they commence first year. Periods of intermission are counted as part of the eight years.                                                                             |
| <b>Monash University handbook</b> | Students should follow the course requirements for the year the course was commenced<br><a href="https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology">https://handbook.monash.edu/browse/By%20Faculty/FacultyofInformationTechnology</a> |

2026 C2000 GIM – SEPT 2026

Source: Monash University 2026 Handbook - CRICOS Provider Number: 00008C

While the information provided here was correct at the time of viewing and/or printing, you should carefully read all official correspondence and other sources of information for students to stay informed about any changes. Consult with the relevant faculty officers if in doubt when planning your course. Some units described may change or may not be offered due to insufficient enrolments or changes to teaching personnel.