BACHELOR OF INFORMATION TECHNOLOGY (C2000) - 2017

Games Development major

Year 1 (48 credit points)

First		FIT1047	FIT1033	FIT Elective 1	Elective
Seme	ester	Introduction to computer	Foundations of 3D		
		systems, networks and			
		security			
Secor	nd	FIT1049	FIT1048	FIT2073	Elective
Seme	ester	IT professional practice	Fundamentals of C++	Game design studio 1	
		[12 pts FIT study]			

Year 2 (48 credit points)

Teal 2 (40 decate points)				
First	FIT2001	FIT2096	FIT2094	Elective
Semester	Systems	Games programming 1	Databases	
	development			
	[24pts FIT study]	[FIT1048]		
	OR		[One of FIT1045, FIT1048 or	
	FIT2099		FIT1051]	
	Object-oriented design			
	and implementation			
	[One of FIT1045, FIT1048 or			
	FIT1051]			
Second	FIT2002	FIT2097	FIT3145	Elective
Semester	IT project management	Games programming 2	Game design studio 2	
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	[36pts level 1 study including	[FIT2096]	[FIT2073]	
	one of (FIT1040, FIT1045,			
	FIT1048, FIT1051, ENG1003) and			
	FIT1049]			

Year 3 (48 credit points)

First	FIT3039	FIT3094	Elective	Elective
Semester	Studio project 1	Artificial life, artificial		
		intelligence and virtual		
		environments		
	[FIT2092 or (FIT2073 and FIT2096)]	[FIT2096]		
Second	FIT3040	FIT3146	Elective	Elective
Semester	Studio project 2	Emergent technologies		
	[FIT3039]	and interfaces [24pts level 2 or 3 FIT study]		

Notes

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Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology 24 units x 6cp = Total of 144 credit points		
Year Level	1) Normally 48 points, and a maximum of 60 points, of first year level units will be counted;		
Requirements	2) At least 36 points must be completed at third year level.		
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	3 years full-time, 6 years part-time		
Time limit	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.		
Monash University	Students should follow the course requirements for the year the course was commenced		
handbook	http://monash.edu/pubs/2017handbooks/courses/index-byfaculty-it.html		