# Bachelor of Information Technology (C2000) – 2020

## Games Development major

### Year 1 (48 credit points)

<table>
<thead>
<tr>
<th>Semester</th>
<th>Code</th>
<th>Description</th>
<th>Code</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Semester</strong></td>
<td>FIT1047</td>
<td>Introduction to computer systems, networks and security</td>
<td>FIT1033</td>
<td>Foundations of 3D</td>
<td>Elective</td>
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<tr>
<td></td>
<td>FIT1048</td>
<td>IT professional practice</td>
<td>FIT Elective 1</td>
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<tr>
<td><strong>Second Semester</strong></td>
<td>FIT2073</td>
<td>Game design studio 1</td>
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</tbody>
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### Year 2 (48 credit points)

<table>
<thead>
<tr>
<th>Semester</th>
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<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>First Semester</strong></td>
<td>FIT2001</td>
<td>Systems development [24pts FIT study]</td>
<td>FIT2096</td>
<td>Games programming 1 [FIT1048]</td>
<td>Elective</td>
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<tr>
<td></td>
<td>FIT2094</td>
<td>Databases</td>
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<tr>
<td></td>
<td>FIT2097</td>
<td>Games programming 2 [FIT2096]</td>
<td>FIT3145</td>
<td>Game design studio 2 [FIT2073 &amp; FIT2096]</td>
<td>Elective</td>
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<tr>
<td><strong>Second Semester</strong></td>
<td>FIT2002</td>
<td>IT project management [Completion of 36pts study including one of (FIT1045, FIT1048, FIT1051, ENG1003)]</td>
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### Year 3 (48 credit points)

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<tr>
<th>Semester</th>
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<th>Description</th>
<th>Type</th>
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</thead>
<tbody>
<tr>
<td><strong>First Semester</strong></td>
<td>FIT3039</td>
<td>Studio project 1 ([FIT2091 and FIT2087] or [FIT2073 and FIT2096])</td>
<td>FIT3094</td>
<td>Artificial life, artificial intelligence and virtual environments [FIT2096]</td>
<td>Elective</td>
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<tr>
<td></td>
<td>FIT3146</td>
<td>Maker lab [One of FIT1045, FIT1048 or FIT1051, ENG1003 and 90pts of study]</td>
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<tr>
<td><strong>Second Semester</strong></td>
<td>FIT3040</td>
<td>Studio project 2 [FIT3039]</td>
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### Notes

- **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 Requirements**: 1) Normally 48 points, and a maximum of 60 points, of first year level units will be counted; 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 handbook**: Students should follow the course requirements for the year the course was commenced. [https://handbook.monash.edu/browse/Faculty%20of%20Information%20Technology](https://handbook.monash.edu/browse/Faculty%20of%20Information%20Technology)