

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026
Bachelor of Criminology and Bachelor of Information Technology (A2009)
 Applied cybersecurity major

Year 1	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	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	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	First Semester	FIT3047* Industry experience studio project 1 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 to complete the course in 4 years.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026
Bachelor of Criminology and Bachelor of Information Technology (A2009)
 Business information systems major

Year 1	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	First Semester	FIT1049 IT professional practice	FIT2175 Usability	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
	Second Semester	FIT2114 Business information systems innovation and design	FIT2090 Business information systems and processes Replace with: FIT2179 (S1) Data visualisation	Arts major Criminology Unit**	Arts Professional Futures Criminology Unit**
Year 3	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	First Semester	FIT3047* Industry experience studio project 1 Replace with: FIT3222 Computing in practice: Project 1	FIT3174 Business information systems strategy and governance	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.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026
Bachelor of Criminology and Bachelor of Information Technology (A2009)
 Games and immersive media major

Year 1	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	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	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	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.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

Bachelor of Information Technology and Bachelor of Arts (C2002) – 2026
Bachelor of Criminology and Bachelor of Information Technology (A2009)
 Software development major

Year 1	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	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	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	First Semester	FIT3047* Industry experience studio project 1 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.
- Students completing an IBL placement must overload in one semester OR complete a summer unit to complete the course in 4 years.

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/2026/courses/A2009>

Notes

Credit points	Unless specified, all units are worth 6 credit points Bachelor of Information Technology and Bachelor of Arts/Criminology 32 units x 6cp = Total of 192 credit points
Unit requisites	All pre-requisite and co-requisite requirements must be undertaken 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.