



## BACHELOR OF INFORMATION TECHNOLOGY AND SYSTEMS (3334): 2014 - 2015 Games Development Major: Caulfield

Student Name: \_\_\_\_\_ ID: \_\_\_\_\_

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.

### YEAR 1

<b>SEMESTER 1</b>	<b>FIT1004</b> Data management or <b>FIT2094</b> Databases [FIT1040 or FIT1045 or FIT1048 or FIT1051] (CL S1, S2)	<b>FIT1040</b> Digital futures: adventures in programming (CL S1)	<b>FIT1033</b> Foundations of 3D (CL S1)	<b>VCM1001</b> Visual communication or <b>FIT1046</b> Interactive media foundations (CL S2)
<b>SEMESTER 2</b>	<b>FIT1031</b> Computers and networks or <b>FIT1047</b> Introduction to computers, networks and security (CL S1, S2)	<b>FIT1034</b> Principles of computer graphics or <b>FIT2097</b> Games Programming 2 [FIT2096] (CL S2)	<b>Elective 1</b> (any Monash unit)	<b>Elective 2</b> (any Monash unit)

### YEAR 2

<b>SEMESTER 1</b>	<b>FIT2001</b> Systems development [24pts FIT units] (CL S1, S2)	<b>FIT2002</b> IT project management [Refer to Handbook] (CL S1, S2)	<b>FIT2049</b> Games programming with C++ or <b>FIT2096</b> Games Programming 1 [FIT1048 or FIT2071] (CL S1)	<b>Elective 3</b> (any Monash unit)
<b>SEMESTER 2</b>	<b>FIT2003</b> IT professional practice [24pts FIT study] or <b>FIT1049</b> IT professional practice [12pts FIT units] (CL S1, S2)	<b>FIT2071</b> Foundations of C++ or <b>FIT1048</b> Foundations of C++ (CL S2)	<b>FIT2073</b> Game design studio 1 (CL S2)	<b>Elective 4</b> (any Monash unit)

### YEAR 3

<b>SEMESTER 1</b>	<b>FIT3039</b> Studio project 1 [Refer to Handbook] (CL S1, S2)	<b>FIT3094</b> Artificial life, artificial intelligence and virtual environments [FIT2049 or FIT2096] (CL S1)	<b>FIT3145</b> Game Design studio 2 [Refer to Handbook] (CL S2)	<b>Elective 5</b> (any Monash unit)
<b>SEMESTER 2</b>	<b>FIT3040</b> Studio project 2 [FIT3039] (CL S1, S2)	<b>FIT3146</b> Emergent technologies and interfaces [24pts level 2 or 3 FIT units] (CL S2)	<b>Elective 6</b> (any Monash unit)	<b>Elective 7</b> (any Monash unit)

### COURSE REQUIREMENTS CHECKLIST

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|--|--|
| <input type="checkbox"/> 6 x information technology core units | <input type="checkbox"/> a <b>MAXIMUM</b> of 60pts of Lvl 1 units (10 units)   |
| <input type="checkbox"/> 9 x Games Development major units     | <input type="checkbox"/> a <b>MINIMUM</b> of 36pts of Lvl 3 units (6 units); of which at least 24pts must be FIT units |
| <input type="checkbox"/> 2 x studio units                      | <input type="checkbox"/> <b>MUST</b> complete a total of 144pts (24 units)   |
| <input type="checkbox"/> 7 x elective units                    | <input type="checkbox"/> <b>MUST</b> complete all requirements within 8 years  |

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

Please see <https://monash.edu/pubs/2018handbooks/units/index.html> for unit descriptions.