BACHELOR OF INFORMATION TECHNOLOGY (C2000) – 2016
Games Development major

Year 1 (48 credit points)

First Semester	FIT1047 Introduction to computer systems, networks and security	FIT1033 Foundations of 3D	FIT Elective 1	Elective
Second Semester	FIT1049 IT professional practice	FIT1048 Foundations of C++	FIT2073 Game design studio 1	Elective

Year 2 (48 credit points)

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

Year 3 (48 credit points)

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

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 http://monash.edu/pubs/2016handbooks/courses/index-byfaculty-it.html