

BACHELOR OF INFORMATION TECHNOLOGY AND SYSTEMS (3334)
Multimedia Games Development Major: Caulfield

Student Name: _____ ID: _____

Level 1

Semester 1	FIT1001 Computer Systems	FIT1002 Computer Programming	FIT1003 IT in Organisations	VCM1001 Visual Communication (Faculty of Art & Design)
Semester 2	FIT1004 Database	FIT1005 Networks and Data Communications	FIT1012 Web-site authoring	DIS1911 3D Design & Visualisation (Faculty of Art & Design)

Level 2

Semester 1	FIT2001 Systems Analysis & Design	FIT2012 Digital media authoring [FIT1012]	FIT2048 Game Implementation and techniques [FIT1002]	FIT2034 Computer Programming 2 [FIT1002]
Semester 2	FIT2002 IT Project Management [24pts 1 st year IT study]	FIT2049 Games Programming using C++ [FIT2034, FIT2048]	Elective 1 (any Monash level 1, 2 or 3 unit)	Elective 2 (any Monash level 1, 2 or 3 unit)

Level 3

Semester 1	FIT3039 Studio 1 [FIT2001, FIT2002, FIT2012 & (FIT2016 or FIT2049)]	FIT3094 Artificial Intelligence for Gaming [FIT2049]	FIT3095 Creating Narrative in Multimedia [FIT2012]	Elective 3 (any Monash level 2 or 3 unit)
Semester 2	FIT3040 Studio 2 [FIT3039]	FIT3023 Interactive Environments [FIT2015 or DIS1911]	Level 3 FIT unit (any campus)	Elective 4 (any Monash level 2 or 3 unit)

Each unit is worth six credit points. A total of 144 points are required with a maximum of 60 points from 1st year level units. Students need to check prerequisites and prohibitions for units. Any unit variations must be approved by the Course Director.