

# Information Technology

## Bachelor of Information Technology and Systems Coursework Stream Course Map - 2013

### Games Development major: Caulfield

#### Year 1

<b>First Semester</b>	<b>FIT1004</b> Data management	<b>FIT1031</b> Computers and networks	<b>FIT1040</b> Programming fundamentals	<b>VCM1001</b> Visual communication
<b>Second Semester</b>	<b>FIT1033</b> Foundations of 3D	<b>FIT1034</b> Principles of computer graphics	<b>Elective 1</b> (any Monash unit)	<b>Elective 2</b> (any Monash unit)

#### Year 2

<b>First Semester</b>	<b>FIT2001</b> Systems development	<b>FIT2002</b> Project management	<b>FIT2071</b> Foundations of C++	<b>FIT2073</b> Game design and narrative
<b>Second Semester</b>	<b>FIT2003</b> IT professional practice	<b>FIT2049</b> Games programming with C++	<b>Elective 3</b> (any Monash unit)	<b>Elective 4</b> (any Monash unit)

#### Year 3

<b>First Semester</b>	<b>FIT3039</b> Studio 1	<b>FIT3094</b> Artificial intelligence for gaming	<b>FIT3145</b> Games engine programming	<b>Elective 5</b> (any Monash unit)
<b>Second Semester</b>	<b>FIT3040</b> Studio 2	<b>FIT3146</b> Emergent technologies and interfaces	<b>Elective 6</b> (any Monash unit)	<b>Elective 7</b> (any Monash unit)

 Common Core (these units are common to all IT undergraduate degrees)



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