

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

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

**Level 1**

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

**Level 2**

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

**Level 3**

<b>Semester 1</b>	<b>FIT3039</b> Studio 1  [FIT2001, FIT2002, FIT2012 & (FIT2016 or FIT2049)]	<b>FIT3094</b> Artificial Intelligence for Gaming [FIT2049]	<b>FIT3095</b> Creating Narrative in Multimedia [FIT2012]	<b>Elective 3</b> (any Monash level 2 or 3 unit)
<b>Semester 2</b>	<b>FIT3040</b> Studio 2  [FIT3039]	<b>FIT3023</b> Interactive Environments [FIT2015 or DIS1911]	<b>Level 3 FIT unit</b> (any campus)	<b>Elective 4</b> (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 1<sup>st</sup> year level units. Students need to check prerequisites and prohibitions for units. Any unit variations must be must be approved by the Course Director.