

## Course progression maps for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. *Last updated: 11 October 2025*

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology Common First Year

You do not have VCE Units 3 & 4 Specialist Maths >30 study score <u>and</u> VCE Units 3 & 4 Physics >25 study score: You must enrol in Foundation mathematics (ENG1090) <u>and</u> Foundation physics (PHS1001)					
Year	Sem	Units			
1	Sem 1 Feb	<a href="#">ENG1013</a> Engineering smart systems	<a href="#">PHS1001</a> Foundation physics * <i>Corequisite: ENG1090 *</i>	<a href="#">ENG1090</a> Foundation mathematics *	<a href="#">FIT1047</a> Introduction to computer systems networks and security
	Sem 2 July	<a href="#">ENG1011</a> Engineering methods	<a href="#">ENG1005</a> Engineering mathematics <i>Required: ENG1090 *</i>	<a href="#">ENG1014</a> Engineering numerical analysis <i>Corequisite: ENG1005</i>	<a href="#">FIT1045</a> Introduction to programming

If you require two foundation units, you will need to take the remaining core unit ENG1012 Engineering design in Year 2 (Semester 1) as an overload. This increases the total credit points needed for the double degree by 6 points. You cannot swap the semesters of any of the units.

You do not have VCE Units 3 & 4 Specialist Maths >30 study score: You must enrol in Foundation mathematics (ENG1090)					
1	Sem 1 Feb	<a href="#">ENG1012</a> Engineering design	<a href="#">ENG1011</a> Engineering methods	<a href="#">ENG1090</a> Foundation mathematics *	<a href="#">FIT1047</a> Introduction to computer systems networks and security
	Sem 2 July	<a href="#">ENG1013</a> Engineering smart systems	<a href="#">ENG1005</a> Engineering mathematics <i>Required: ENG1090 *</i>	<a href="#">ENG1014</a> Engineering numerical analysis <i>Corequisite: ENG1005</i>	<a href="#">FIT1045</a> Introduction to programming

You do not have VCE Units 3 & 4 Physics 25 study score: You must enrol in Foundation physics (PHS1001)					
1	Sem 1 Feb	<a href="#">ENG1005</a> Engineering mathematics <i>Required: ENG1090 *</i>	<a href="#">ENG1013</a> Engineering smart systems	<a href="#">PHS1001</a> Foundation physics *	<a href="#">FIT1047</a> Introduction to computer systems networks and security
	Sem 2 July	<a href="#">ENG1011</a> Engineering methods	<a href="#">ENG1012</a> Engineering design	<a href="#">ENG1014</a> Engineering numerical analysis <i>Corequisite: ENG1005</i>	<a href="#">FIT1045</a> Introduction to programming

You have completed VCE Units 3 & 4 Physics >25 study score <u>and</u> VCE Units 3 and 4 Specialist Maths >30 study score: No foundation units are required					
1	Sem 1 Feb	<a href="#">ENG1011</a> Engineering methods	<a href="#">ENG1005</a> Engineering mathematics <i>Required: ENG1090 *</i>	<a href="#">ENG1014</a> Engineering numerical analysis <i>Corequisite: ENG1005</i>	<a href="#">FIT1047</a> Introduction to computer systems networks and security
	Sem 2 July	<a href="#">ENG1012</a> Engineering design	<a href="#">ENG1013</a> Engineering smart systems	<a href="#">First Year engineering breadth study</a>	<a href="#">FIT1045</a> Introduction to programming

#### NOTE:

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- Foundation units:** You enrol in the foundation units ENG1090 and/or PHS1001 if you have not completed the Australian VCE (Units 3 & 4) or equivalent Specialist mathematics and/or Physics with [the required study score](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).

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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Electrical and computer systems engineering

IT major – Applied cybersecurity

	Bachelor of Electrical and Computer Systems Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1057</a> Introduction to cybersecurity	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">FIT2094</a> Databases	<a href="#">FIT1093</a> Cybersecurity tools and techniques	
Year 3 Semester 1 February	<a href="#">ECE3051</a> Electrical energy systems	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2165</a> Computer networks	
Year 3 Semester 2 July	<a href="#">ECE2111</a> Signals and systems	<a href="#">ECE2191</a> Probability and AI for engineers	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2100</a> Operating systems	
Year 4 Semester 1 February	<a href="#">ECE3141</a> Information and networks	<a href="#">Core List A elective</a>	<a href="#">FIT2173</a> Software security	<a href="#">FIT3031</a> Network security	
Year 4 Semester 2 July	<a href="#">ECE3121</a> Engineering electromagnetics	<a href="#">ECE3161</a> Analogue electronics	<a href="#">FIT3168</a> IT forensics	<a href="#">FIT3186</a> Vulnerability analysis, response and mitigation	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">Complete one Professional Practice domain unit</a>	<a href="#">Core List A or B elective</a>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">ECE4191</a> Engineering integrated design	<a href="#">ECE4132</a> Control system design	<a href="#">FIT3048</a> IE Studio project 2	

#### NOTE:

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- [ECE2072](#) - If you have completed ECE2072 as a First Year breadth study unit, it will count towards your ECSE engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).

## Course progression maps for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. *Last updated: 11 October 2025*

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Electrical and computer systems engineering

IT major – Business information systems

	Bachelor of Electrical and Computer Systems Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1051</a> Programming fundamentals in Java	<a href="#">FIT1006</a> Business information analysis	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT2090</a> Business information systems and processes	
Year 3 Semester 1 February	<a href="#">ECE3051</a> Electrical energy systems	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2175</a> Usability	
Year 3 Semester 2 July	<a href="#">ECE2111</a> Signals and systems	<a href="#">ECE2191</a> Probability and AI for engineers	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2095</a> Business information systems Innovation and design	
Year 4 Semester 1 February	<a href="#">ECE3141</a> Information and networks	<a href="#">Core List A elective</a>	<a href="#">FIT3174</a> Business information systems strategy and governance	<a href="#">FIT2094</a> Databases	
Year 4 Semester 2 July	<a href="#">ECE3121</a> Engineering electromagnetics	<a href="#">ECE3161</a> Analogue electronics	<a href="#">FIT3158</a> Business decision modelling	<a href="#">FIT3138</a> Real time enterprise systems	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">Complete one Professional Practice domain unit</a>	<a href="#">Core List A or B elective</a>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">ECE4191</a> Engineering integrated design	<a href="#">ECE4132</a> Control system design	<a href="#">FIT3048</a> IE Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- [ECE2072](#) - If you have completed this unit as a First Year breadth study unit, it will count towards your ECSE engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).

## Course progression maps for 2026 commencing students

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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Electrical and computer systems engineering

IT major – Games and immersive media

	Bachelor of Electrical and Computer Systems Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1073</a> Game design	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">FIT2094</a> Databases	<a href="#">FIT1033</a> Foundations of 3D	
Year 3 Semester 1 February	<a href="#">ECE3051</a> Electrical energy systems	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT2096</a> Games programming or <a href="#">FIT2169</a> Immersive environments	<a href="#">FIT2098</a> Virtual and augmented reality	
Year 3 Semester 2 July	<a href="#">ECE2111</a> Signals and systems	<a href="#">ECE2191</a> Probability and AI for engineers	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2145</a> Game prototyping	
Year 4 Semester 1 February	<a href="#">ECE3141</a> Information and networks	<a href="#">Core List A elective</a>	<a href="#">FIT3187</a> 3D character animation	<a href="#">FIT3172</a> Sonics	
Year 4 Semester 2 July	<a href="#">ECE3121</a> Engineering electromagnetics	<a href="#">ECE3161</a> Analogue electronics	<a href="#">FIT2002</a> IT project management	<a href="#">FIT3097</a> Technical art	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">Complete one Professional Practice domain unit</a>	<a href="#">Core List A or B elective</a>	<a href="#">FIT3039</a> Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">ECE4191</a> Engineering integrated design	<a href="#">ECE4132</a> Control system design	<a href="#">FIT3040</a> Studio project 2	

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- [ECE2072](#) - If you have completed [ECE2072](#) as a First Year breadth study unit, it will count towards your ECSE engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit. Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Electrical and computer systems engineering

IT major – Software development

	Bachelor of Electrical and Computer Systems Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year				
Year 1 Semester 2 July					
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1050</a> Web fundamentals	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">FIT2094</a> Databases	<a href="#">FIT1051</a> Programming fundamentals in Java	
Year 3 Semester 1 February	<a href="#">ECE3051</a> Electrical energy systems	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2081</a> Mobile application development	
Year 3 Semester 2 July	<a href="#">ECE2111</a> Signals and systems	<a href="#">ECE2191</a> Probability and AI for engineers	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2104</a> Web database interface	
Year 4 Semester 1 February	<a href="#">ECE3141</a> Information and networks	<a href="#">Core List A elective</a>	<a href="#">FIT3077</a> Software engineering: Architecture and design	<a href="#">FIT2175</a> Usability	
Year 4 Semester 2 July	<a href="#">ECE3121</a> Engineering electromagnetics	<a href="#">ECE3161</a> Analogue electronics	<a href="#">FIT3178</a> iOS application development	<a href="#">FIT3184</a> Cloud computing	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">Complete one Professional Practice domain unit</a>	<a href="#">Core List A or B elective</a>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">ECE4191</a> Engineering integrated design	<a href="#">ECE4132</a> Control system design	<a href="#">FIT3048</a> IE Studio project 2	

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- ECE2072** - If you have completed ECE2072 as a First Year breadth study unit, it will count towards your ECSE engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation – Robotics and mechatronics engineering  
IT major – Applied cybersecurity

	Bachelor of Robotics and Mechatronics Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1057</a> Introduction to cybersecurity	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">MMA2004</a> Dynamics 1	<a href="#">FIT2094</a> Databases	<a href="#">FIT1093</a> Cybersecurity tools and techniques	
Year 3 Semester 1 February	<a href="#">MMA2001</a> Design 1	<a href="#">TRC3200</a> Dynamical systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2100</a> Operating systems	
Year 3 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">MMA2005</a> Modelling and control	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2165</a> Computer networks	
Year 4 Semester 1 February	<a href="#">TRC3500</a> Sensors and artificial perception	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT2173</a> Software security	<a href="#">FIT3186</a> Vulnerability analysis, response and mitigation	
Year 4 Semester 2 July	<a href="#">MMA2003</a> Thermofluids 1	<a href="#">ECE4179</a> Neural networks and deep learning	<a href="#">FIT3168</a> IT forensics	<a href="#">FIT3031</a> Network security	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">TRC4800</a> Robotics	<a href="#">ECE4076</a> Computer vision	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">TRC4407</a> Automation design project	Complete one <a href="#">Professional Practice domain unit</a>	<a href="#">FIT3048</a> IE Studio project 2	

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- [ECE2072](#) - If you have completed this unit as a First Year breadth study unit, it will count towards your robotics and mechatronics engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- For enrolment advice, please speak with a course adviser in your specialisation. Refer to the [Course advisers webpage](#).

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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation – Robotics and mechatronics engineering

IT major – Business information systems

	Bachelor of Robotics and Mechatronics Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1051</a> Programming fundamentals in Java	<a href="#">FIT1006</a> Business information analysis	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">MMA2004</a> Dynamics 1	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT2090</a> Business information systems and processes	
Year 3 Semester 1 February	<a href="#">MMA2001</a> Design 1	<a href="#">TRC3200</a> Dynamical systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2175</a> Usability	
Year 3 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">MMA2005</a> Modelling and control	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2095</a> Business information systems innovation and design	
Year 4 Semester 1 February	<a href="#">TRC3500</a> Sensors and artificial perception	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT3174</a> Business information systems strategy and governance	<a href="#">FIT2094</a> Databases	
Year 4 Semester 2 July	<a href="#">MMA2003</a> Thermofluids 1	<a href="#">ECE4179</a> Neural networks and deep learning	<a href="#">FIT3158</a> Business decision modelling	<a href="#">FIT3138</a> Real time enterprise systems	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">TRC4800</a> Robotics	<a href="#">ECE4076</a> Computer vision	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">TRC4407</a> Automation design project	Complete one <a href="#">Professional Practice domain unit</a>	<a href="#">FIT3048</a> IE Studio project 2	

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- ECE2072** - If you have completed this unit as a First Year breadth study unit, it will count towards your robotics and mechatronics engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- For enrolment advice, please speak with a course adviser in your specialisation. Refer to the [Course advisers webpage](#).

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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation – Robotics and mechatronics engineering

IT major – Games and immersive media

	Bachelor of Robotics and Mechatronics Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1073</a> Game design	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">MMA2004</a> Dynamics 1	<a href="#">FIT2094</a> Databases	<a href="#">FIT1033</a> Foundations of 3D	
Year 3 Semester 1 February	<a href="#">MMA2001</a> Design 1	<a href="#">TRC3200</a> Dynamical systems	<a href="#">FIT2096</a> Games programming or <a href="#">FIT2169</a> Immersive environments	<a href="#">FIT2098</a> Virtual and augmented reality	
Year 3 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">MMA2005</a> Modelling and control	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2145</a> Game prototyping	
Year 4 Semester 1 February	<a href="#">TRC3500</a> Sensors and artificial perception	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT3187</a> 3D character animation	<a href="#">FIT3172</a> Sonics	
Year 4 Semester 2 July	<a href="#">MMA2003</a> Thermofluids 1	<a href="#">ECE4179</a> Neural networks and deep learning	<a href="#">FIT2002</a> IT project management	<a href="#">FIT3097</a> Technical art	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">TRC4800</a> Robotics	<a href="#">ECE4076</a> Computer vision	<a href="#">FIT3039</a> Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">TRC4407</a> Automation design project	Complete one <a href="#">Professional Practice domain unit</a>	<a href="#">FIT3040</a> Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- [ECE2072](#) - If you have completed this unit as a First Year breadth study unit, it will count towards your robotics and mechatronics engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- For enrolment advice, please speak with a course adviser in your specialisation. Refer to the [Course advisers webpage](#).

## Course progression map for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. Last updated: 7 August 2025– Pending finalisation

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation – Robotics and mechatronics engineering  
IT major – Software development

	Bachelor of Robotics and Mechatronics Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">ECE2071</a> Systems programming	<a href="#">ECE2131</a> Electrical circuits	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1050</a> Web fundamentals	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">ENG2005</a> Advanced engineering mathematics	<a href="#">MMA2004</a> Dynamics 1	<a href="#">FIT2094</a> Databases	<a href="#">FIT1051</a> Programming fundamentals in Java	
Year 3 Semester 1 February	<a href="#">MMA2001</a> Design 1	<a href="#">TRC3200</a> Dynamical systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2081</a> Mobile application development	
Year 3 Semester 2 July	<a href="#">ECE2072</a> Digital systems	<a href="#">MMA2005</a> Modelling and control	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2104</a> Web database interface	
Year 4 Semester 1 February	<a href="#">TRC3500</a> Sensors and artificial perception	<a href="#">ECE3073</a> Computer systems	<a href="#">FIT3077</a> Software engineering: Architecture and design	<a href="#">FIT2175</a> Usability	
Year 4 Semester 2 July	<a href="#">MMA2003</a> Thermofluids 1	<a href="#">ECE4179</a> Neural networks and deep learning	<a href="#">FIT3178</a> iOS application development	<a href="#">FIT3184</a> Cloud computing	
Year 5 Semester 1 February	<a href="#">ENG4701</a> Final year project A	<a href="#">TRC4800</a> Robotics	<a href="#">ECE4076</a> Computer vision	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July	<a href="#">ENG4702</a> Final year project B	<a href="#">TRC4407</a> Automation design project	<a href="#">Complete one Professional Practice domain unit</a>	<a href="#">FIT3048</a> IE Studio project 2	

#### NOTE:

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- ECE2072** - If you have completed this unit as a First Year breadth study unit, it will count towards your robotics and mechatronics engineering study. You must still fulfil the First Year engineering breadth study requirement by completing another breadth study unit.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- For enrolment advice, please speak with a course adviser in your specialisation. Refer to the [Course advisers webpage](#).

## Course progression map for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. Last updated: 7 August 2025 – Pending finalisation

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Software engineering

IT major – Applied cybersecurity

	Bachelor of Software Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">MAT1830</a> Discrete mathematics for computer science	<a href="#">FIT2099</a> Object oriented design and implementation	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1057</a> Introduction to cybersecurity	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">FIT2085</a> Fundamentals of algorithms for engineers	<a href="#">FIT2101</a> Software engineering process and management	<a href="#">FIT2001</a> Systems development	<a href="#">FIT1093</a> Cybersecurity tools and techniques	
Year 3 Semester 1 February	<a href="#">FIT2173</a> Software security	<a href="#">FIT2094</a> Databases	FIT level 2 or 3 elective*	FIT level 2 or 3 elective*	
Year 3 Semester 2 July	<a href="#">FIT3196</a> Computer architecture and networks	<a href="#">FIT2100</a> Operating systems	<a href="#">FIT2002</a> IT project management	FIT level 2 or 3 elective*	
Year 4 Semester 1 February	<a href="#">FIT3197</a> Software quality and testing	<a href="#">FIT3077</a> Software engineering: architecture and design	FIT level 2 or 3 elective*	<a href="#">FIT3031</a> Network security	
Year 4 Semester 2 July	<a href="#">FIT3170</a> Software engineering practice	<a href="#">FIT3184</a> Cloud computing	<a href="#">FIT3168</a> IT forensics	<a href="#">FIT3186</a> Vulnerability analysis, response and mitigation	
Year 5 Semester 1 February	<a href="#">FIT4002</a> Software engineering industry experience studio project (12 points)	<a href="#">FIT4701</a> Final year software engineering project A	FIT4043 Advanced topics in software engineering <small>New unit in development</small>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July		<a href="#">FIT4702</a> Final year software engineering project B	<a href="#">Level 4 or 5 software engineering core elective</a>	<a href="#">FIT3048</a> IE Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- \* [FIT2094](#), [FIT2100](#), [FIT2173](#) and [FIT2165](#): Replace with Level 2 or 3 FIT electives due to overlapping content with the Bachelor of Software Engineering (Honours).
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.

For enrolment advice, please refer to the [Course advisers webpage](#)

## Course progression map for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. Last updated: 7 August 2025 – Pending finalisation

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Software engineering

IT major – Business information systems

	Bachelor of Software Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">MAT1830</a> Discrete mathematics for computer science	<a href="#">FIT2099</a> Object oriented design and implementation	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1006</a> Business information analysis	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">FIT2085</a> Fundamentals of algorithms for engineers	<a href="#">FIT2101</a> Software engineering process and management	<a href="#">FIT2090</a> Business information systems and processes	<a href="#">FIT1051</a> Programming fundamentals in java	
Year 3 Semester 1 February	<a href="#">FIT2173</a> Software security	<a href="#">FIT3196</a> Computer architecture and networks	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2175</a> Usability	
Year 3 Semester 2 July	<a href="#">FIT2094</a> Databases	<a href="#">FIT2100</a> Operating systems	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2095</a> Business information systems innovation and design	
Year 4 Semester 1 February	<a href="#">FIT3197</a> Software quality and testing	<a href="#">FIT3077</a> Software engineering: architecture and design	<a href="#">FIT3174</a> Business information systems and strategy and governance	FIT level 2 or 3 elective *	
Year 4 Semester 2 July	<a href="#">FIT3170</a> Software engineering practice	<a href="#">FIT3184</a> Cloud computing	<a href="#">FIT3138</a> Real time enterprise systems	<a href="#">FIT3158</a> Business decision modelling	
Year 5 Semester 1 February	<a href="#">FIT4002</a> Software engineering industry experience studio project (12 points)	<a href="#">FIT4701</a> Final year software engineering project A	<a href="#">FIT4043</a> Advanced topics in software engineering <small>New unit in development</small>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July		<a href="#">FIT4702</a> Final year software engineering project B	<a href="#">Level 4 or 5 software engineering core elective</a>	<a href="#">FIT3048</a> IE Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- \* [FIT2094](#): Replace with Level 2 or 3 FIT elective due to overlapping content with the Bachelor of Software Engineering (Honours)
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).

## Course progression map for 2026 commencing students

This progression map provides advice on the optimal sequencing of units and guidance on planning unit enrolment for each semester of study in conjunction with the required units outlined in the course 'Requirements' section of the [Handbook](#). Please note that the map may be updated to reflect changes to course requirements. Be sure to review it for the latest information before re-enrolling. Last updated: 7 August 2025 – Pending finalisation

### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Software engineering  
IT major – Games and immersive media

	Bachelor of Software Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 1 Semester 2 July				<a href="#">FIT1045</a> Introduction to programming	
Year 2 Semester 1 February	<a href="#">MAT1830</a> Discrete mathematics for computer science	<a href="#">FIT2099</a> Object oriented design and implementation	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1073</a> Game design	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">FIT2085</a> Fundamentals of algorithms for engineers	<a href="#">FIT2101</a> Software engineering process and management	<a href="#">FIT2001</a> Systems development	<a href="#">FIT1033</a> Foundations of 3D	
Year 3 Semester 1 February	<a href="#">FIT2173</a> Software security	<a href="#">FIT3196</a> Computer architecture and networks	<a href="#">FIT2098</a> Virtual and augmented reality	<a href="#">FIT2096</a> Games programming OR <a href="#">FIT2169</a> Immersive environments	
Year 3 Semester 2 July	<a href="#">FIT2094</a> Databases	<a href="#">FIT2100</a> Operating systems	<a href="#">FIT2001</a> Systems development	<a href="#">FIT2145</a> Game prototyping	
Year 4 Semester 1 February	<a href="#">FIT3197</a> Software quality and testing	<a href="#">FIT3077</a> Software engineering: architecture and design	<a href="#">FIT3187</a> 3D character animation	<a href="#">FIT3172</a> Sonics	
Year 4 Semester 2 July	<a href="#">FIT3170</a> Software engineering practice	<a href="#">FIT3184</a> Cloud computing	<a href="#">FIT3097</a> Technical art	FIT level 2 or 3 elective*	
Year 5 Semester 1 February	<a href="#">FIT4002</a> Software engineering industry experience studio project (12 points)	<a href="#">FIT4701</a> Final year software engineering project A	<a href="#">FIT4043</a> Advanced topics in software engineering <small>New unit in development</small>	<a href="#">FIT3039</a> Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July		<a href="#">FIT4702</a> Final year software engineering project B	<a href="#">Level 4 or 5 software engineering core elective</a>	<a href="#">FIT3040</a> Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- \* [FIT2094](#): Replace with Level 2 or 3 FIT elective due to overlapping content with the Bachelor of Software Engineering (Honours).
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).

## Course progression map for 2026 commencing students

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### E3011 Bachelor of Engineering (Honours) and Bachelor of Information Technology

Engineering specialisation - Software engineering

IT major – Software development

	Bachelor of Software Engineering (Honours)		Bachelor of Information Technology		
Year 1 Semester 1 February	Common First Year			<a href="#">FIT1045</a> Introduction to programming	
Year 1 Semester 2 July				<a href="#">FIT1047</a> Introduction to computer systems, networks and security	
Year 2 Semester 1 February	<a href="#">MAT1830</a> Discrete mathematics for computer science	<a href="#">FIT2099</a> Object oriented design and implementation	<a href="#">FIT1049</a> IT professional practice	<a href="#">FIT1050</a> Web fundamentals	If two foundation units are required then overload is required for <a href="#">ENG1012</a> Engineering design
Year 2 Semester 2 July	<a href="#">FIT2085</a> Fundamentals of algorithms for engineers	<a href="#">FIT2101</a> Software engineering process and management	<a href="#">FIT2001</a> Systems development	<a href="#">FIT1051</a> Programming fundamentals in Java	
Year 3 Semester 1 February	<a href="#">FIT2173</a> Software security	<a href="#">FIT3196</a> Computer architecture and networks	<a href="#">FIT2175</a> Usability	<a href="#">FIT2081</a> Mobile application development	
Year 3 Semester 2 July	<a href="#">FIT2094</a> Databases	<a href="#">FIT2100</a> Operating systems	<a href="#">FIT2002</a> IT project management	<a href="#">FIT2104</a> Web database interface	
Year 4 Semester 1 February	<a href="#">FIT3197</a> Software quality and testing	<a href="#">FIT3077</a> Software engineering: architecture and design	FIT level 2 or 3 elective	FIT level 2 or 3 elective	
Year 4 Semester 2 July	<a href="#">FIT3170</a> Software engineering practice	<a href="#">FIT3184</a> Cloud computing	FIT level 3 elective	<a href="#">FIT3178</a> iOS app development	
Year 5 Semester 1 February	<a href="#">FIT4002</a> Software engineering industry experience studio project (12 points)	<a href="#">FIT4701</a> Final year software engineering project A	FIT4043 Advanced topics in software engineering <small>New unit in development</small>	<a href="#">FIT3047</a> IE Studio project 1	<a href="#">ENG0001</a> Continuous Professional Development (0 credit points)
Year 5 Semester 2 July		<a href="#">FIT4702</a> Final year software engineering project B	<a href="#">Level 4 or 5 software engineering core elective</a>	<a href="#">FIT3048</a> IE Studio project 2	

**NOTE:**

- It is important that you follow the course map unit sequence, as units are designed to build on prior knowledge. Taking units out of sequence can disrupt your progression and cause delays due to semester offerings and enrolment rules.
- \* [FIT2094](#), [FIT2173](#) and [FIT3184](#): Replace with Level 2 or 3 FIT electives as specified due to overlapping content with the Bachelor of Software Engineering (Honours).
- Engineering minors are not available in the Engineering double degree courses.
- You are required to complete at least 420 hours of Continuous Professional Development (CPD) in order to graduate. For further information refer to the [CPD webpage](#).
- Each unit requires 12 hours of work per week. A full-time study week totals 48 hours. If you are unable to commit 48 hours of study due to external commitments, please speak with a course advisor about options to study less units per semester or take some units in the summer semester.
- For enrolment advice, please refer to the [Course advisers webpage](#).