



Course progression map for 2020 commencing students

This progression map provides advice on the suitable sequencing of units and guidance on how to plan unit enrolment for each semester of study. It does not substitute for the list of required units as described in the course 'Requirements' section of the [Handbook](#).

F2006 Bachelor of Fine Art and Bachelor of Information Technology

Specialisation: Visual Arts, with B. Information Technology – BUSINESS INFORMATION SYSTEMS Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1006 Business information analysis
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-garde	FIT1051 Programming fundamentals in Java
YEAR 2 Semester 1	VPR2011 Research practices advanced	AHT2102 Post-war practices 1945-1990	Fine Art workshop elective	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	VPR2012 Professional practice	Fine Art workshop elective	FIT Elective	FIT1049 IT professional practice
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT Elective	FIT2081 Mobile application development or FIT2095 eBusiness software technologies
YEAR 3 Semester 2	FIT2002 IT project management	FIT2090 Business information systems and processes	FIT3003 Business intelligence and data warehousing or FIT3152 Data analytics	FIT3158 Business decision modelling
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine Art workshop elective	FIT3174 IT strategy and governance or FIT3138 Real time enterprise systems	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	VPR3012 Visual practices 3 (12 points)		Art History and Theory Elective Level 2/3	FIT3048 Industry experience studio project 2

Fine Art

Information Technology

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Specialisation: Visual Arts, with B. Information Technology – COMPUTER NETWORKS AND SECURITY Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1047 Introduction to computer systems, networks and security
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-garde	FIT1051 Programming Foundations or FIT1048 Foundations of C++ or FIT1045 Introductions to algorithms and programming
YEAR 2 Semester 1	VPR2011 Research practices advanced	AHT2102 Post-war practices 1945-1990	Fine Art workshop elective	FIT2093 Introduction to cyber security
YEAR 2 Semester 2	VPR2012 Professional practice	Fine Art workshop elective	FIT2100 Operating systems	FIT1049 IT professional practice
YEAR 3 Semester 1	FIT2081 Mobile applications development or FIT3142 Distributed computing	FIT2094 Databases	FIT3165 Computer networks	FIT Elective
YEAR 3 Semester 2	FIT2002 IT project management	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT3031 Network security	FIT Elective
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine Art workshop elective	FIT3173 Software security	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	VPR3012 Visual practices 3 (12 points)		Art History and Theory Elective Level 2/3	FIT3048 Industry experience studio project 2

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F2006 Bachelor of Fine Art and Bachelor of Information Technology Specialisation: Visual Arts, with B. Information Technology – GAMES DEVELOPMENT Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1033 Foundations of 3D
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-garde	FIT1048 Fundamentals of C++
YEAR 2 Semester 1	VPR2011 Research practices advanced	AHT2102 Post-war practices 1945-1990	Fine Art workshop elective	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	VPR2012 Professional practice	Fine Art workshop elective	FIT1049 IT professional practice	FIT2073 Game design studio 1
YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT2094 Databases	FIT Elective	FIT2096 Games programming 1
YEAR 3 Semester 2	FIT2002 IT project management	FIT3146 Emergent technologies and interfaces	FIT3145 Game design studio 2	FIT2097 Games programming 2
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine Art workshop elective	FIT3094 Artificial life, artificial intelligence & virtual environments	FIT3039 Studio project 1
YEAR 4 Semester 2	VPR3012 Visual practices 3 (12 points)		Art History and Theory Elective Level 2/3	FIT3040 Studio project 2

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Specialisation: Visual Arts, with B. Information Technology – INTERACTIVE MEDIA Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1033 Foundations of 3D
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-garde	FIT1046 Creative computing foundations
YEAR 2 Semester 1	VPR2011 Research practices advanced	AHT2102 Post-war practices 1945-1990	Fine Art workshop elective	FIT2091 Creative computing studio 1
YEAR 2 Semester 2	VPR2012 Professional practice	Fine Art workshop elective	FIT1051 Programming Foundations or FIT1048 Foundations of C++ or FIT1045 Introductions to algorithms and programming	FIT2092 Creative computing studio 2
YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT2094 Databases	FIT2002 IT Project Management	FIT1047 Introduction to computer systems, networks and security
YEAR 3 Semester 2	FIT3172 Sonics	FIT3146 Emergent technologies and interfaces	FIT2087 Advanced 3D	FIT1049 IT professional practice
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine Art workshop elective	FIT3169 Immersive environments	FIT3039 Studio project 1
YEAR 4 Semester 2	VPR3012 Visual practices 3 (12 points)		Art History and Theory Elective Level 2/3	FIT3040 Studio project 2

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F2006 Bachelor of Fine Art and Bachelor of Information Technology Specialisation: Visual Arts, with B. Information Technology – SOFTWARE DEVELOPMENT Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1050 Web fundamentals
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-garde	FIT1045 Algorithms and programming fundamentals in Python or FIT1048 Fundamentals of C++ or FIT1051 Programming fundamentals in Java
YEAR 2 Semester 1	VPR2011 Research practices advanced	AHT2102 Post-war practices 1945-1990	Fine Art workshop elective	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	VPR2012 Professional practice	Fine Art workshop elective	FIT1049 IT professional practice	FIT Elective
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT Elective	FIT3175 Usability
YEAR 3 Semester 2	FIT2002 IT project management	FIT2104 Web database interface or FIT2081 Mobile application development	FIT Elective	Software development unit (choose from list)
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine Art workshop elective	Software development unit (choose from list)	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	VPR3012 Visual practices 3 (12 points)		Art History and Theory Elective Level 2/3	FIT3048 Industry experience studio project 2

Fine Art	Information Technology	<i>Units are worth 6 credit points unless specified</i>
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Software Development units:	
FIT3077 Software engineering: architecture and design	FIT3173 Software security
FIT3134 Entrepreneurship or BEX3411 Entrepreneurship	FIT3176 Advanced database design
FIT3146 Maker lab	FIT3178 iOS app development
FIT3157 Advanced web design	