# MONASH University

# Course progression map for 2022 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: Fine Art, with B. Information Technology – BUSINESS INFORMATION SYSTEMS Major

| | | | | |
|---|---|---|---|---|
| **YEAR 1**<br>Semester 1 | **FNA1111**<br>Contemporary Practices 1<br>**& OHS1000** Introduction to art and design health and safety (0 points) | **DWG1201**<br>Drawing 1 | **AHT1101**<br>Introduction to the history and theory of art, design and architecture | **FIT1006**<br>Business information analysis |
| **YEAR 1**<br>Semester 2 | **FNA1112**<br>Contemporary Practices 2 (12 points) | | **AHT1102**<br>Modernism and the avant-garde | **FIT1051**<br>Programming fundamentals in Java |
| **YEAR 2**<br>Semester 1 | **FNA2111**<br>Contemporary Practices 3 (12 points) | | **AHT2102**<br>Post-war practices 1945-1990 | **FIT1047**<br>Introduction to computer systems, networks and security |
| **YEAR 2**<br>Semester 2 | **FNA2112**<br>Contemporary Practices 4 (12 points) | | FIT Elective | **FIT1049**<br>IT professional practice |
| **YEAR 3**<br>Semester 1 | **FIT2001**<br>Systems development | **FIT2094**<br>Databases | FIT Elective | **FIT2081**<br>Mobile application development<br>*or* **FIT2095**<br>eBusiness software technologies |
| **YEAR 3**<br>Semester 2 | **FIT2002**<br>IT project management | **FIT2090**<br>Business information systems and processes | **FIT3003**<br>Business intelligence and data warehousing<br>*or* **FIT3152**<br>Data analytics | **FIT3158**<br>Business decision modelling |
| **YEAR 4**<br>Semester 1 | **FNA3111**<br>Contemporary Practices 5 (12 points) | | **FIT3174**<br>IT strategy and governance<br>*or* **FIT3138**<br>Real time enterprise systems | **FIT3047**<br>Industry experience studio project 1 |
| **YEAR 4**<br>Semester 2 | **FNA3112**<br>Contemporary Practices 6 (12 points) | | **AHT2301/AHT3301**<br>Indigenous Australian creative practice and ways of knowing | **FIT3048**<br>Industry experience studio project 2 |

| Fine Art | Information Technology | *Units are worth 6 credit points unless specified* |
|---|---|---|

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## F2006 Bachelor of Fine Art and Bachelor of Information Technology
### Specialisation: Fine Art, with B. Information Technology – COMPUTER NETWORKS AND SECURITY Major

| | | | | |
|---|---|---|---|---|
| **YEAR 1**<br>Semester 1 | **FNA1111**<br>Contemporary Practices 1<br>**& OHS1000** Introduction to art and design health and safety (0 points) | **DWG1201**<br>Drawing 1 | **AHT1101**<br>Introduction to the history and theory of art, design and architecture | **FIT1047**<br>Introduction to computer systems, networks and security |
| **YEAR 1**<br>Semester 2 | **FNA1112**<br>Contemporary Practices 2<br>(12 points) | | **AHT1102**<br>Modernism and the avant-garde | **FIT1051** Programming Foundations<br>*or* **FIT1048** Foundations of C++<br>*or* **FIT1045** Introductions to algorithms and programming |
| **YEAR 2**<br>Semester 1 | **FNA2111**<br>Contemporary Practices 3<br>(12 points) | | **AHT2102**<br>Post-war practices 1945-1990 | **FIT2093**<br>Introduction to cyber security |
| **YEAR 2**<br>Semester 2 | **FNA2112**<br>Contemporary Practices 4<br>(12 points) | | **FIT2100**<br>Operating systems | **FIT1049**<br>IT professional practice |
| **YEAR 3**<br>Semester 1 | **FIT2081**<br>Mobile applications development<br>*or* **FIT3142**<br>Distributed computing | **FIT2094**<br>Databases | **FIT3165**<br>Computer networks | FIT Elective |
| **YEAR 3**<br>Semester 2 | **FIT2002**<br>IT project management | **FIT2001**<br>Systems development<br>*or* **FIT2099**<br>Object-oriented design and implementation | **FIT3031**<br>Network security | FIT Elective |
| **YEAR 4**<br>Semester 1 | **FNA3111**<br>Contemporary Practices 5<br>(12 points) | | **FIT3173**<br>Software security | **FIT3047**<br>Industry experience studio project 1 |
| **YEAR 4**<br>Semester 2 | **FNA3112**<br>Contemporary Practices 6<br>(12 points) | | **AHT2301/AHT3301**<br>Indigenous Australian creative practice and ways of knowing | **FIT3048**<br>Industry experience studio project 2 |

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

| | | | | |
|---|---|---|---|---|
| **YEAR 1**<br>Semester 1 | **FNA1111**<br>Contemporary Practices 1<br>**& OHS1000** Introduction to art and design health and safety (0 points) | **DWG1201**<br>Drawing 1 | **AHT1101**<br>Introduction to the history and theory of art, design and architecture | **FIT1033**<br>Foundations of 3D |
| **YEAR 1**<br>Semester 2 | **FNA1112**<br>Contemporary Practices 2 (12 points) | | **AHT1102**<br>Modernism and the avant-garde | **FIT1048**<br>Fundamentals of C++ |
| **YEAR 2**<br>Semester 1 | **FNA2111**<br>Contemporary Practices 3 (12 points) | | **AHT2102**<br>Post-war practices 1945-1990 | **FIT1047**<br>Introduction to computer systems, networks and security |
| **YEAR 2**<br>Semester 2 | **FNA2112**<br>Contemporary Practices 4 (12 points) | | **FIT1049**<br>IT professional practice | **FIT2073**<br>Game design studio 1 |
| **YEAR 3**<br>Semester 1 | **FIT2001**<br>Systems development<br>*or* **FIT2099**<br>Object-oriented design and implementation | **FIT2094**<br>Databases | FIT Elective | **FIT2096**<br>Games programming 1 |
| **YEAR 3**<br>Semester 2 | **FIT2002**<br>IT project management | **FIT3146**<br>Emergent technologies and interfaces | **FIT3145**<br>Game design studio 2 | **FIT2097**<br>Games programming 2 |
| **YEAR 4**<br>Semester 1 | **FNA3111**<br>Contemporary Practices 5 (12 points) | | **FIT3094**<br>Artificial life, artificial intelligence & virtual environments | **FIT3039**<br>Studio project 1 |
| **YEAR 4**<br>Semester 2 | **FNA3112**<br>Contemporary Practices 6 (12 points) | | **AHT2301/AHT3301**<br>Indigenous Australian creative practice and ways of knowing | **FIT3040**<br>Studio project 2 |

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# MONASH University

# Course progression map for 2022 commencing students

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## F2006 Bachelor of Fine Art and Bachelor of Information Technology
**Specialisation: Fine Art, with B. Information Technology – INTERACTIVE MEDIA Major**

| | | | | |
|---|---|---|---|---|
| **YEAR 1** Semester 1 | **FNA1111** Contemporary Practices 1 **& OHS1000** Introduction to art and design health and safety (0 points) | **DWG1201** Drawing 1 | **AHT1101** Introduction to the history and theory of art, design and architecture | **FIT1033** Foundations of 3D |
| **YEAR 1** Semester 2 | **FNA1112** Contemporary Practices 2 (12 points) | | **AHT1102** Modernism and the avant-garde | **FIT1046** Creative computing foundations |
| **YEAR 2** Semester 1 | **FNA2111** Contemporary Practices 3 (12 points) | | **AHT2102** Post-war practices 1945-1990 | **FIT2091** Creative computing studio 1 |
| **YEAR 2** Semester 2 | **FNA2112** Contemporary Practices 4 (12 points) | | **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 | **FNA3111** Contemporary Practices 5 (12 points) | | **FIT3169** Immersive environments | **FIT3039** Studio project 1 |
| **YEAR 4** Semester 2 | **FNA3112** Contemporary Practices 6 (12 points) | | **AHT2301/AHT3301** Indigenous Australian creative practice and ways of knowing | **FIT3040** Studio project 2 |

| Fine Art | Information Technology | *Units are worth 6 credit points unless specified* |
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## F2006 Bachelor of Fine Art and Bachelor of Information Technology
**Specialisation: Fine Art, with B. Information Technology – SOFTWARE DEVELOPMENT Major**

| | | | | |
|---|---|---|---|---|
| **YEAR 1** Semester 1 | **FNA1111** Contemporary Practices 1 **& OHS1000** Introduction to art and design health and safety (0 points) | **DWG1201** Drawing 1 | **AHT1101** Introduction to the history and theory of art, design and architecture | **FIT1050** Web fundamentals |
| **YEAR 1** Semester 2 | **FNA1112** Contemporary Practices 2 (12 points) | | **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 | **FNA2111** Contemporary Practices 3 (12 points) | | **AHT2102** Post-war practices 1945-1990 | **FIT1047** Introduction to computer systems, networks and security |
| **YEAR 2** Semester 2 | **FNA2112** Contemporary Practices 4 (12 points) | | **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 | **FNA3111** Contemporary Practices 5 (12 points) | | **Software development unit** (choose from list) | **FIT3047** Industry experience studio project 1 |
| **YEAR 4** Semester 2 | **FNA3112** Contemporary Practices 6 (12 points) | | **AHT2301/AHT3301** Indigenous Australian creative practice and ways of knowing | **FIT3048** Industry experience studio project 2 |

| Fine Art | Information Technology | *Units are worth 6 credit points unless specified* |
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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 | |