

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 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	FIT1006 Business information analysis
YEAR 1 Semester 2	FNA1112 Contemporary Practices 2 (12 points)		AHT1102 Modernism and the avant-garde	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)		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	FNA3111 Contemporary Practices 5 (12 points)		FIT3174 IT strategy and governance or FIT3138 Real time enterprise systems	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



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 - COMPUTER NETWORKS AND SECURITY Major

•			OWIPOTER NETWORKS	
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	FIT1047 Introduction to computer systems, networks and security
YEAR 1 Semester 2	FNA1112 Contemporary Practices 2 (12 points)		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	FNA2111 Contemporary Practices 3 (12 points)		AHT2102 Post-war practices 1945-1990	FIT2093 Introduction to cyber security
YEAR 2 Semester 2	FNA2112 Contemporary Practices 4 (12 points)		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	FNA3111 Contemporary Practices 5 (12 points)		FIT3173 Software security	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



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 – GAMES DEVELOPMENT Major

	Specialisation. Fille Art, with B. Illiothiation reciliology - GAMES DEVELOFMENT 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	FIT1048 Fundamentals of C++	
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	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	FNA3111 Contemporary Practices 5 (12 points)		FIT3094 Artificial life, artificial intelligence & virtual 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

Source: Monash University 2022 Handbook - https://www.monash.edu/students/handbooks/maps/2022/map-f2006.pdf

While the information provided herein was correct at the time of viewing and/or printing, Monash University reserves the right to alter procedures, fees and regulations should the need arise. Students should carefully read all official correspondence, other sources of information for students and the official university noticeboards to be aware of changes to the information contained herein. The inclusion in a publication of details of a course in no way creates an obligation on the part of the university to teach it in any given year, or to teach it in the manner described. The university reserves the right to discontinue or vary courses at any time without notice. Students should always check with the relevant faculty officers when planning their courses. Some courses and units are described which may alter or may not be offered due to insufficient enrolments or changes to teaching personnel.



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 - INTERACTIVE MEDIA Major

-	Specialisation. Title Art, with B. Information reclinology - INTENACTIVE 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



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 - SOFTWARE DEVELOPMENT Major

YEAR 1 Semester 1 YEAR 1 Semester 2	FNA1111 Contemporary Practices 1 & OHS1000 Introduction to art and design health and safety (0 points) FNA1112 Contemporary Practices 2 (12 points)	DWG1201 Drawing 1	AHT1101 Introduction to the history and theory of art, design and architecture AHT1102 Modernism and the avant-garde	FIT1050 Web fundamentals 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 Units are worth 6 credit points unless specified

Software Development units:

FIT3077 Software engineering: architecture and design FIT3134 Entrepreneurship or BEX3411 Entrepreneurship

FIT3146 Maker lab

FIT3157 Advanced web design

FIT3173 Software security FIT3176 Advanced database design FIT3178 iOS app development

Page 5 of 5