

Course progression map for 2023 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 Semester 1	FNA1111 Introduction to contemporary practices 1	DWG1201 Drawing 1 & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1006 Business information analysis
YEAR 1 Semester 2	FNA1112 Introduction to contemporary practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Contemporary practices 3 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	AHT2102 Post-war practices 1945-1990	FIT1051 Programming fundamentals in Java
YEAR 2 Semester 2	FNA2212 Contemporary practices 4 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	FIT1047 Introduction to computer systems, networks and security	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

* The faculty internship unit can only be taken once

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 – CYBERSECURITY Major

YEAR 1 Semester 1	FNA1111 Introduction to contemporary practices 1	DWG1201 Drawing 1 & OHS1000 Introduction to art and design health and safety (0 points)	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 Introduction to contemporary practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Contemporary practices 3 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	AHT2102 Post-war practices 1945-1990	FIT2093 Introduction to cyber security
YEAR 2 Semester 2	FNA2212 Contemporary practices 4 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	FIT2100 Operating systems	FIT1049 IT professional practice
YEAR 3 Semester 1	FIT2081 Mobile applications development	FIT2094 Databases	Cybersecurity major elective (choose from list)	FIT Elective
YEAR 3 Semester 2	FIT2002 IT project management	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	Cybersecurity major elective (choose from list)	FIT Elective
YEAR 4 Semester 1	FNA3111 Contemporary practices 5 (12 points)		Cybersecurity major elective (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

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Cybersecurity units:	
FIT3031 Network security	FIT3168 IT forensics
FIT3165 Computer networks	FIT3173 Software security

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F2006 Bachelor of Fine Art and Bachelor of Information Technology Specialisation: Fine Art, with B. Information Technology – GAMES AND IMMERSIVE MEDIA Major

YEAR 1 Semester 1	FNA1111 Introduction to contemporary practices 1	DWG1201 Drawing 1 & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1073 Game design 1
YEAR 1 Semester 2	FNA1112 Introduction to contemporary practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1033 Foundations of 3D
YEAR 2 Semester 1	FNA2211 Contemporary practices 3 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	AHT2102 Post-war practices 1945-1990	FIT1045 Introduction to programming
YEAR 2 Semester 2	FNA2212 Contemporary practices 4 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	FIT1049 IT professional practice	FIT1047 Introduction to computer systems, networks and security
YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT2094 Databases	FIT2098 Virtual and augmented reality	FIT2096 Games programming or FIT2169 Immersive environments
YEAR 3 Semester 2	FIT2002 IT project management	Games and immersive media unit (choose from list)	Games and immersive media unit (choose from list)	FIT2145 Game prototyping
YEAR 4 Semester 1	FNA3111 Contemporary practices 5 (12 points)		Games and immersive media unit (choose from list)	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

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Games and immersive media units:	
FIT3187 3D character animation FIT3146 Maker lab	FIT3172 Sonics FIT3097 Technical art

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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 Introduction to contemporary practices 1	DWG1201 Drawing 1 & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art, design and architecture	FIT1050 Web fundamentals
YEAR 1 Semester 2	FNA1112 Introduction to contemporary practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Contemporary practices 3 (6 points)	Fine art practical elective or faculty internship unit * (6 points)	AHT2102 Post-war practices 1945-1990	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	FNA2212 Contemporary practices 4 (6 points)	Fine art practical elective or faculty internship unit * (6 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

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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