

Course progression map for 2024 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 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art	FIT1006 Business information analysis
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	AHT2102 Post-war practices 1945-1990	FIT1051 Programming fundamentals in Java
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	FIT1047 Introduction to computer systems, networks and security	FIT1049 IT professional practice
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT3152 Data analytics	FIT2081 Mobile application development
YEAR 3 Semester 2	FIT2002 IT project management	FIT2090 Business information systems and processes	FIT2095 eBusiness software technologies	FIT3158 Business decision modelling
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		FIT3138 Real time enterprise systems	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		BLK1000 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
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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 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art	FIT1047 Introduction to computer systems, networks and security
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	AHT2102 Post-war practices 1945-1990	FIT1057 Introduction to cybersecurity
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	FIT1049 IT professional practice	FIT1093 Cybersecurity tools and techniques
YEAR 3 Semester 1	FIT2081 Mobile applications development	FIT2094 Databases	FIT2001 Systems development	FIT3173 Software security
YEAR 3 Semester 2	FIT2002 IT project management	FIT2100 Operating systems	FIT3168 IT forensics	FIT3031 Computer security
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		FIT3165 Computer networks	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3048 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 AND IMMERSIVE MEDIA Major

YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art	FIT1073 Game design 1
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1033 Foundations of 3D
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	AHT2102 Post-war practices 1945-1990	FIT1045 Introduction to programming
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	FIT1049 IT professional practice	FIT1047 Introduction to computer systems, networks and security
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT2098 Virtual and augmented reality	FIT2096 Games programming or FIT2169 Immersive environments
YEAR 3 Semester 2	FIT2002 IT project management	FIT3097 Technical art	FIT3172 Sonics	FIT2145 Game prototyping
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		FIT3187 3D character animation	FIT3039 Studio project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3040 Studio project 2

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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 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Introduction to the history and theory of art	FIT1050 Web fundamentals
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	FIT1045 Introduction to programming
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	AHT2102 Post-war practices 1945-1990	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	FIT1049 IT professional practice	FIT1051 Programming fundamentals in Java
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT2081 Mobile application development	FIT3178 iOS app development
YEAR 3 Semester 2	FIT2002 IT project management	FIT2104 Web database interface	FIT2175 Usability	FIT3146 Maker lab
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		FIT3077 Software engineering: Architecture and design	FIT3047 Industry experience studio project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3048 Industry experience studio project 2

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