

# Course progression map for 2026 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

<b>YEAR 1</b> Semester 1	<b>FNA1111</b> Studio practices 1	<b>DWG1201</b> Drawing: Introduction & <b>OHS1000</b> Introduction to art and design health and safety (0 points)	<b>AHT1101</b> Introduction to the history and theory of art	<b>FIT1006</b> Business information analysis
<b>YEAR 1</b> Semester 2	<b>FNA1112</b> Studio practices 2 (12 points)		<b>AHT1102</b> Modernism and the avant-garde	<b>FIT1045</b> Introduction to programming
<b>YEAR 2</b> Semester 1	<b>FNA2211</b> Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	<b>AHT2102</b> Post-war practices 1945-1990	<b>FIT1051</b> Programming fundamentals in Java
<b>YEAR 2</b> Semester 2	<b>FNA2212</b> Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	<b>FIT1047</b> Introduction to computer systems, networks and security	<b>FIT1049</b> IT professional practice
<b>YEAR 3</b> Semester 1	<b>FIT2001</b> Systems development	<b>FIT2094</b> Databases	<b>FIT3152</b> Data analytics	<b>FIT2081</b> Mobile application development
<b>YEAR 3</b> Semester 2	<b>FIT2002</b> IT project management	<b>FIT2090</b> Business information systems and processes	<b>FIT2095</b> eBusiness software technologies	<b>FIT3158</b> Business decision modelling
<b>YEAR 4</b> Semester 1	<b>FNA3111</b> Studio practices 5 (12 points)		<b>FIT3138</b> Real time enterprise systems	<b>FIT3047</b> Industry experience studio project 1
<b>YEAR 4</b> Semester 2	<b>FNA3112</b> Studio practices 6 (12 points)		<b>BLK1000</b> Indigenous Australian creative practice and ways of knowing	<b>FIT3048</b> 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 – APPLIED CYBERSECURITY Major

<b>YEAR 1</b> Semester 1	<b>FNA1111</b> Studio practices 1	<b>DWG1201</b> Drawing: Introduction & <b>OHS1000</b> Introduction to art and design health and safety (0 points)	<b>AHT1101</b> Introduction to the history and theory of art	<b>FIT1047</b> Introduction to computer systems, networks and security
<b>YEAR 1</b> Semester 2	<b>FNA1112</b> Studio practices 2 (12 points)		<b>AHT1102</b> Modernism and the avant-garde	<b>FIT1045</b> Introduction to programming
<b>YEAR 2</b> Semester 1	<b>FNA2211</b> Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	<b>AHT2102</b> Post-war practices 1945-1990	<b>FIT1057</b> Introduction to cybersecurity
<b>YEAR 2</b> Semester 2	<b>FNA2212</b> Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	<b>FIT1049</b> IT professional practice	<b>FIT1093</b> Cybersecurity tools and techniques
<b>YEAR 3</b> Semester 1	<b>FIT2165</b> Computer networks	<b>FIT2094</b> Databases	<b>FIT2001</b> Systems development	<b>FIT2173</b> Software security
<b>YEAR 3</b> Semester 2	<b>FIT2002</b> IT project management	<b>FIT2100</b> Operating systems	<b>FIT3168</b> IT forensics	<b>FIT3031</b> Network security
<b>YEAR 4</b> Semester 1	<b>FNA3111</b> Studio practices 5 (12 points)		<b>FIT3186</b> Vulnerability analysis, response and mitigation	<b>FIT3047</b> Industry experience studio project 1
<b>YEAR 4</b> Semester 2	<b>FNA3112</b> Studio practices 6 (12 points)		<b>BLK1000</b> Indigenous Australian creative practice and ways of knowing	<b>FIT3048</b> 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

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

<b>YEAR 1</b> Semester 1	<b>FNA1111</b> Studio practices 1	<b>DWG1201</b> Drawing: Introduction & <b>OHS1000</b> Introduction to art and design health and safety (0 points)	<b>AHT1101</b> Introduction to the history and theory of art	<b>FIT1050</b> Web fundamentals
<b>YEAR 1</b> Semester 2	<b>FNA1112</b> Studio practices 2 (12 points)		<b>AHT1102</b> Modernism and the avant-garde	<b>FIT1045</b> Introduction to programming
<b>YEAR 2</b> Semester 1	<b>FNA2211</b> Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3*	<b>AHT2102</b> Post-war practices 1945-1990	<b>FIT1047</b> Introduction to computer systems, networks and security
<b>YEAR 2</b> Semester 2	<b>FNA2212</b> Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3*	<b>FIT1049</b> IT professional practice	<b>FIT1051</b> Programming fundamentals in Java
<b>YEAR 3</b> Semester 1	<b>FIT2001</b> Systems development	<b>FIT2094</b> Databases	<b>FIT2081</b> Mobile application development	<b>FIT3178</b> iOS app development
<b>YEAR 3</b> Semester 2	<b>FIT2002</b> IT project management	<b>FIT2104</b> Web database interface	<b>FIT2175</b> Usability	<b>FIT3184</b> Cloud computing
<b>YEAR 4</b> Semester 1	<b>FNA3111</b> Studio practices 5 (12 points)		<b>FIT3077</b> Software engineering: Architecture and design	<b>FIT3047</b> Industry experience studio project 1
<b>YEAR 4</b> Semester 2	<b>FNA3112</b> Studio practices 6 (12 points)		<b>BLK1000</b> Indigenous Australian creative practice and ways of knowing	<b>FIT3048</b> Industry experience studio project 2

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