

Course progression map for 2027 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

Fine Art		Information Technology		Agentic Software Engineering major
YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or Major unit level 1 Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	FIT1056 Making with artificial intelligence: software in the artificial intelligence era	FIT1062 Data management
YEAR 3 Semester 1	FIT2173 Software security OR FIT2115 Data structures and algorithms 1	FIT2121 System architecture and integration	FIT2133 Software development 2: object and data modelling	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT3224 Engineering agentic systems	FIT2130* Computing in practice: Project practices and management	FIT2107 Verification and validation	Agentic Software Engineering elective**
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222* Computing in practice: project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		Agentic Software Engineering elective**	FIT3223* Computing in practice: project 2

[^] The faculty internship unit can only be taken once and units are worth 6 credit points unless specified

* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Agentic software engineering major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.

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- *Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.*

**** Approved Electives (choose 1)**

- *FIT3077 Software architecture and design [FIT1045 and FIT2133] (S1)*
- *FIT3225 Agentic systems safety, assurance and governance [FIT3224] (S2)*
- *FIT3184 Cloud computing [FIT1045 and (from 2029) FIT2121] (S2)*

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art Information Technology **Applied artificial intelligence major**

YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or Major unit level 1 Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1059 Artificial Intelligence: concepts and tools for impact
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	FIT2131 Practical artificial intelligence application and development	FIT1062 Data management
YEAR 3 Semester 1	FIT2118 Artificial intelligence futures: Research directions, drivers and dangers	FIT2116 Artificial intelligence applications in context	FIT1066 Responsible use of data in the age of AI	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT1047 Computing systems 1: foundations and operations	FIT2130* Computing in practice: Project practices and management	FIT3206 Conversation for artificial intelligence	FIT3205 Applied computer vision
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222* Computing in practice: project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		FIT3117 Agentic and distributed AI: multi-agent systems, swarms and artificial life	FIT3223* Computing in practice: project 2

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- Students accepted into the IBL program completing the Applied artificial intelligence major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).

Course progression map for 2027 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.

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Fine Art		Information Technology		Artificial intelligence algorithms and models major
YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or *MTH1010 Functions and their applications Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1061 Artificial intelligence algorithms foundations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	MAT1003 Mathematics for algorithms and models	FIT1062 Data management
YEAR 3 Semester 1	MAT1003 Mathematics for algorithms and models	FIT1047 Computing systems 1: foundations and operations	FIT2132 Reasoning with data	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2130* Computing in practice: Project practices and management	FIT2112 Deep learning	Approved AI algorithms and models elective**	Approved AI algorithms and models elective**
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222* Computing in practice: project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		Approved AI algorithms and models elective**	FIT3223* Computing in practice: project 2

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Source: Monash University 2027 Handbook – <https://handbook.monash.edu/2027/courses/F2007>

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While the information provided was correct at the time of publication, Monash University reserves the right to make changes to units and courses should the need arise. You should carefully read all official communications to be aware of changes to the information provided. You are advised to check with course advisors if you have questions when planning your course and refer to the Handbook entry for each unit prior to the start of each semester.

Course progression map for 2027 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.

- *Students accepted into the IBL program completing the Artificial intelligence algorithms and models major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).*
- *IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.*
- *Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.*
- **If you have not completed units 3+4 VCE Mathematics methods or Specialist maths, you should complete MTH1010 Functions and their applications before starting this major.*

**** Approved Electives (choose 1)**

- *FIT3191 Generative artificial intelligence [FIT2112] (S1)*
- *FIT3192 Emerging and advanced topics in artificial intelligence [FIT2111 and FIT2112] (S1)*
- *FIT3203 Embodied artificial intelligence [FIT2111 and FIT2112] (S2)*
- *FIT3233 Optimisation and reinforcement Learning [FIT2111 and FIT2115] (S2)*

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art		Information Technology	Business AI 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 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or Major unit level 1 Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	FIT1056 Making with artificial intelligence: software in the artificial intelligence era	FIT1062 Data management
YEAR 3 Semester 1	FIT2001 Design thinking for intelligence business systems	FIT1059 Artificial intelligence: Concepts and tools for impact	FIT2114 Systems thinking and dynamics for decision support	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2179 Data visualisation	FIT2130* Computing in practice: Project practices and management [FIT2119]	FIT3138* Real time enterprise systems	FIT3158 Business and analytics and decision intelligence
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222* Computing in practice: project 1 [FIT2130]
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		FIT3174 Business information systems strategy and governance	FIT3223* Computing in practice: project 2 [FIT3230]

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Course progression map for 2027 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.

- Students accepted into the IBL program completing the Business AI systems major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.

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Fine Art		Information Technology		Computer science major
YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or *MTH1010 Functions and their applications Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	MAT1830 Discrete mathematics for computer science	FIT1062 Data management
YEAR 3 Semester 1	FIT2115 Data structures and algorithms	FIT2102 Programming paradigms	FIT2134 Computing systems 2: architecture and operating systems	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT3234 Data structures and algorithms 2	FIT2130 Computing in practice: Project practices and management	Approved computer science level 3 or 4 elective**	FIT3235 Theory of computation 1: models of computation
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222 Computing in practice: project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		Approved computer science level 3 or 4 elective**	FIT3223 Computing in practice: project 2

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* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Computer science major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).
- IBL placements will normally be completed in semester 2 of third year or semester 1 of fourth year.
- Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.
- *If you have not completed units 3+4 VCE Mathematics methods or Specialist maths, you should complete MTH1010 Functions and their applications before starting this major.

** Approved Electives (choose 2)

- FIT3232 Compiler engineering [FIT2115]
- FIT3236 Theory of computation 2: Complexity and intractability [FIT3225]
- FIT3143 High performance parallel and distributed computing [FIT3234]
- FIT4050 Knowledge representation, computational logic, and automated reasoning [FIT3225 and MAT1003]
- FIT4051 Advanced algorithms and data structures [FIT3234 and MAT1003]

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art		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 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing Or Major unit level 1 Or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	FIT1093 Cybersecurity tools and techniques	FIT1062 Data management
YEAR 3 Semester 1	FIT1057 Introduction to cybersecurity	FIT2165 Computer networks	FIT2121 System architecture and integration	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2173 Software systems	FIT2130 Computing in practice: Project practices and management	Cybersecurity approved elective**	FIT3031 Network security
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222 Computing in practice: project 1
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		Cybersecurity approved elective**	FIT3223 Computing in practice: project 2

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* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Applied cybersecurity major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art		Information Technology	<i>Data Science major</i>	
YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing or *MTH1010 Functions and their applications or Major unit 1 or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3 [^]	MAT1003 Mathematics for algorithms and models	FIT1062 Data management
YEAR 3 Semester 1	MAT1830 Discrete mathematics for computer science	FIT2132 Data science fundamentals	FIT2086 Predictive modelling and machine learning	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2179 Data visualisation	FIT2130 Computing in practice: Project practices and management*	FIT3154 Learning from complex data	Approved data science level 3 elective**
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222 Computing in practice: project 1*
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		Approved data science level 3 elective**	FIT3223 Computing in practice: project 2*

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*** Industry Based Learning (IBL)**

- Students accepted into the IBL program completing the Data science major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).
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- Students completing an IBL placement must overload in one semester OR complete a summer unit in order to complete the course in 4 years.
- *If you have not completed units 3+4 VCE Mathematics methods or Specialist maths, you should complete MTH1010 Functions and their applications before starting this major.

**** Approved Electives (choose 2)**

- ADS3001 Advanced data challenges
- ETC3450 Applied time series econometrics
- ETC3460 Financial econometrics
- ETC3550 Applied forecasting
- ETC3580 Advanced statistical modelling
- ETF3231 Business forecasting
- FIT3003 Business intelligence and data warehousing
- FIT3182 Big data management and processing
- FIT3191 Generative artificial intelligence
- FIT3233 Optimisation and reinforcement learning
- MTH3330 Optimisation and operations research

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art		Information Technology		<i>Games and immersive media major</i>
YEAR 1 Semester 1	FNA1111 Studio practices 1	DWG1201 Drawing: Introduction & OHS1000 Introduction to art and design health and safety (0 points)	AHT1101 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing or Major unit 1 or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3^	AHT2102 Post-war to contemporary art	FIT1047 Computing systems 1: foundations and operations
YEAR 2 Semester 2	FNA2212 Studio practices 4	Fine art practical elective or faculty internship unit – Level 2/3^	FIT1033 Foundations of 3D	FIT1073 Game design
YEAR 3 Semester 1	FIT1062 Data management	FIT2098 Virtual and augmented reality	FIT2096 Games programming OR FIT2169 Immersive environments	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2175 User interface design	FIT2130 Computing in practice: Project practices and management*	FIT3187 3D character animation	FIT3097 Technical art
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222 Computing in practice: project 1*
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		FIT3172* Sonics	FIT3223 Computing in practice: project 2*

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* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Games and immersive media major will replace FIT2130 and FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Fine Art		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 Renaissance to romanticism	FIT1045 Software development 1: programming foundations
YEAR 1 Semester 2	FNA1112 Studio practices 2 (12 points)		AHT1102 Modernism and the avant-garde	Optional core FIT1063 Topics in computing or Major unit 1 or Elective
YEAR 2 Semester 1	FNA2211 Studio practices 3	Fine art practical elective or faculty internship unit – Level 2/3 [^]	AHT2102 Post-war to contemporary art	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 [^]	FIT1060 Human understanding and artificial intelligence navigation	FIT1062 Data management
YEAR 3 Semester 1	FIT1050 Web development	FIT2133 Software development 2: Object and data modelling	FIT2095 Full stack development	FIT2119 Computing in practice: professional practice
YEAR 3 Semester 2	FIT2175 User interface design	FIT2130 Computing in practice: Project practices and management*	FIT3200 Inclusive interaction design	FIT3146 Makerspace
YEAR 4 Semester 1	FNA3111 Studio practices 5 (12 points)		BLK1000 Indigenous Australian creative practice and ways of knowing	FIT3222 Computing in practice: project 1*
YEAR 4 Semester 2	FNA3112 Studio practices 6 (12 points)		FIT3178 Mobile app development	FIT3223 Computing in practice: project 2*

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* Industry Based Learning (IBL)

- Students accepted into the IBL program completing the Software development major will replace FIT2130, FIT3222 and FIT3223 with FIT3045 Industry based learning (18 points).

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