

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.

F2017 Bachelor of Architectural Studies and Bachelor of Information Technology

Specialisations: Bachelor of Information Technology – APPLIED CYBERSECURITY Major

YEAR 1 Semester 1	ARC1001 Architecture foundation studio 1 (12 points) & OHS1000 Introduction to art and design health and safety (0 points)		ARC1301 Architecture communications 1	FIT1057 Introduction to cybersecurity
YEAR 1 Semester 2	ARC2301 Architecture communications 2	FIT1047 Introduction to computer systems, networks and security	FIT1045 Introduction to programming	FIT1093 Cybersecurity tools and techniques
YEAR 2 Semester 1	BLK1000 Indigenous Australian creative practice and ways of knowing	ARC2401 Positions and dialogues in architecture 1	FIT1049 IT professional practice	FIT2165 Computer networks
YEAR 2 Semester 2	ARC1002 Architecture foundation studio 2 (12 points)		ARC3130 Transition architectural performance	FIT2094 Databases
YEAR 3 Semester 1	ARC2001 Architecture design studio 3 (12 points)		FIT2001 Systems development	FIT2173 Software security
YEAR 3 Semester 2	ARC3101 Architectural performance 3	FIT2002 IT project management	FIT2100 Operating systems	FIT3186 Vulnerability analysis, response and mitigation
YEAR 4 Semester 1	ARC2002 Architecture design studio 4 (12 points)		FIT3047 Industry experience studio project 1	FIT3031 Network security
YEAR 4 Semester 2	ARC3001 Architecture design studio 5 (12 points)		FIT3048 Industry experience studio project 2	FIT3168 IT forensics

Architectural Studies

Information Technology

Units are worth 6 credit points unless specified

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Specialisations: Bachelor of Information Technology – BUSINESS INFORMATION SYSTEMS Major

YEAR 1 Semester 1	ARC1001 Architecture foundation studio 1 (12 points) & OHS1000 Introduction to art and design health and safety (0 points)		ARC1301 Architecture communications 1	FIT1006 Business information analysis
YEAR 1 Semester 2	ARC2301 Architecture communications 2	FIT1047 Introduction to computer systems, networks and security	FIT1045 Introduction to programming	FIT1049 IT professional practice
YEAR 2 Semester 1	BLK1000 Indigenous Australian creative practice and ways of knowing	ARC2401 Positions and dialogues in architecture 1	FIT1051 Programming fundamentals in java	FIT2001 Systems development
YEAR 2 Semester 2	ARC1002 Architecture foundation studio 2 (12 points)		ARC3130 Transition architectural performance	FIT2090 Business information systems and processes
YEAR 3 Semester 1	ARC2001 Architecture design studio 3 (12 points)		FIT2175 Usability	FIT2094 Databases
YEAR 3 Semester 2	ARC3101 Architectural performance 3	FIT2002 IT project management	FIT2095 Business information systems innovation and design	FIT3138 Real time enterprise systems
YEAR 4 Semester 1	ARC2002 Architecture design studio 4 (12 points)		FIT3047 Industry experience studio project 1	FIT3174 Business information systems strategy and governance
YEAR 4 Semester 2	ARC3001 Architecture design studio 5 (12 points)		FIT3048 Industry experience studio project 2	FIT3158 Business decision modelling

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Specialisations: Bachelor of Information Technology – GAMES & IMMERSIVE MEDIA Major

YEAR 1 Semester 1	ARC1001 Architecture foundation studio 1 (12 points) & OHS1000 Introduction to art and design health and safety (0 points)		ARC1301 Architecture communications 1	FIT1073 Game design
YEAR 1 Semester 2	ARC2301 Architecture communications 2	FIT1047 Introduction to computer systems, networks and security	FIT1045 Introduction to programming	FIT1033 Foundations of 3D
YEAR 2 Semester 1	BLK1000 Indigenous Australian creative practice and ways of knowing	ARC2401 Positions and dialogues in architecture 1	FIT1049 IT professional practice	FIT2098 Virtual and augmented reality
YEAR 2 Semester 2	ARC1002 Architecture foundation studio 2 (12 points)		ARC3130 Transition architectural performance	FIT2094 Databases
YEAR 3 Semester 1	ARC2001 Architecture design studio 3 (12 points)		FIT3187 3D character animation	FIT2096 Games programming or FIT2169 Immersive environments
YEAR 3 Semester 2	ARC3101 Architectural performance 3	FIT2002 IT project management	FIT2001 Systems development	FIT2145 Game prototyping
YEAR 4 Semester 1	ARC2002 Architecture design studio 4 (12 points)		FIT3039 Studio project 1	FIT3172 Sonics
YEAR 4 Semester 2	ARC3001 Architecture design studio 5 (12 points)		FIT3040 Studio project 2	FIT3097 Technical art

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Specialisations: Bachelor of Information Technology – SOFTWARE DEVELOPMENT Major

YEAR 1 Semester 1	ARC1001 Architecture foundation studio 1 (12 points) & OHS1000 Introduction to art and design health and safety (0 points)		ARC1301 Architecture communications 1	FIT1050 Web fundamentals
YEAR 1 Semester 2	ARC2301 Architecture communications 2	FIT1047 Introduction to computer systems, networks and security	FIT1045 Introduction to programming	FIT1049 IT professional practice
YEAR 2 Semester 1	BLK1000 Indigenous Australian creative practice and ways of knowing	ARC2401 Positions and dialogues in architecture 1	FIT1051 Programming fundamentals in java	FIT2081 Mobile applications development
YEAR 2 Semester 2	ARC1002 Architecture foundation studio 2 (12 points)		ARC3130 Transition architectural performance	FIT2094 Databases
YEAR 3 Semester 1	ARC2001 Architecture design studio 3 (12 points)		FIT2001 Systems development	FIT2175 Usability
YEAR 3 Semester 2	ARC3101 Architectural performance 3	FIT2002 IT project management	FIT2104 Web database interface	FIT3178 iOS app development
YEAR 4 Semester 1	ARC2002 Architecture design studio 4 (12 points)		FIT3047 Industry experience studio project 1	FIT3077 Software engineering: architecture and design
YEAR 4 Semester 2	ARC3001 Architecture design studio 5 (12 points)		FIT3048 Industry experience studio project 2	FIT3184 Cloud computing

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