MONASH University

Course progression map for 2016 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 - Visual arts with Multimedia development major

YEAR 1 Semester 1	VPR1011Visual practices 1	DWG1201 Drawing 1	AHT1101 Introduction to visual culture in Art, Design and Architecture	FIT1033 Foundations of 3D	Art, Design and Architecture OHS1000 (0 pts)
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-gardes	FIT1046 Creative computing foundations	
YEAR 2 Semester 1	VPR2011 Professional practice	Fine art workshop 1	AHT2102 International art 1945-2000	FIT1045 Introduction to algorithms and programming OR FIT1048 Foundations of C++ OR FIT1051 Programming foundations	
YEAR 2 Semester 2	VPR2012 Research practices advanced	Fine art workshop 2	FIT1047 Introduction to computer systems, networks and security	FIT2087 Advanced 3D	
YEAR 3 Semester 1	FIT2001 Systems development	FIT2094 Databases	FIT1049 IT professional practice	FIT2091 Creative computing studio 1	
YEAR 3 Semester 2	FIT2002 IT Project management	FIT3146 Emergent technologies and interfaces	FIT3156 Advanced visual effects	FIT2092 Creative computing studio 2	
YEAR 4 Semester 1	VPR3011 Professional practice advanced	Fine art workshop 3	FIT3169 Immersive environments	FIT3039 Studio Project 1	
YEAR 4 Semester 2	VPR3012 Visual practices 3		AHT elective 2/3	FIT3040 Studio Project 2	

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Specialisation - Visual arts with Games development major

YEAR 1 Semester 1	VPR1011 Visual practices 1	DWG1201 Drawing 1	AHT1101 Introduction to visual culture in Art, Design and Architecture	FIT1033 Foundations of 3D	Art, Design and Architecture OHS1000 (0 pts)
YEAR 1 Semester 2	VPR1012 Visual practices 2	VPR1113 Research practices	AHT1102 Modernism and the avant-gardes	FIT1048 Foundations of C++	
YEAR 2 Semester 1	VPR2011 Professional practice	FINE ART WORKSHOP 1	AHT2102 International art 1945-2000	FIT1047 Introduction to computer systems, networks and security	
YEAR 2 Semester 2	VPR2012 Research practices advanced	FINE ART WORKSHOP 2	FIT1049 IT professional practice	FIT2073 Game design studio 1	
YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented analysis, design and implementation	FIT2094 Databases	FIT elective	FIT2096 Game programming 1	
YEAR 3 Semester 2	FIT2002 IT Project management	FIT3146 Emergent technologies and interfaces	FIT3145 Game design studio 2	FIT2097 Game programming 2	
YEAR 4 Semester 1	VPR3011 Professional practice advanced	FINE ART WORKSHOP 3	FIT3094 Artificial life, artificial intelligence and virtual environments	FIT3039 Studio Project 1	
YEAR 4 Semester 2	VPR3012 Visual practices 3		AHT elective 2/3	FIT3040 Studio Project 2	

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