

Course progression map for 2018 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](#).

F2005 Bachelor of Design and Bachelor of Information Technology

Major – Games Development

Year 1 Semester 1	AHT1101 Introduction to visual culture in art design & architecture (6 credit points) & OHS1000 Introduction to art and design health and safety (0 points)	DWG1201 Drawing 1(6 points)	FIT1047 Introduction to computer systems, networks and security (6 points)	FIT1033 Foundations of 3D (6 points)
Year 1 Semester 2	TDN1002 Design and the avant-garde (6 points)	FIT1048 Fundamentals of C++ (6 points)	FIT1049 IT professional practice (6 points)	FIT2073 Game design studio 1 (6 points)
Year 2 Semester 1	CDS1001 or IDN1001 Design studio 1 (12 points)		TDN2001 Sociologies of design (6 points)	FIT2096 Games programming 1 (6 points)
Year 2 Semester 2	CDS1002 or IDN1002 Design studio 2 (12 points)		FIT3145 Game design studio 2 (6 points)	FIT2097 Games programming 2 (6 points)
Year 3 Semester 1	CDS2001 or IDN2001 Design studio 3 (12 points)		FIT2001 Systems development or FIT2099 Object-oriented design and implementation (6 points)	FIT3094 Artificial life, artificial intelligence & virtual environments (6 points)
Year 3 Semester 2	FIT2094 Databases (6 points)	FIT2002 IT project management (6 points)	FIT Elective (6 Points)	FIT3146 Emergent technologies and interfaces (6 points)
Year 4 Semester 1	CDS3001 or IDN3001 Design studio 4 (12 points)		TDN3001 Research for design (6 points)	FIT3039 Studio project 1 (6 points)
Year 4 Semester 2	CDS3002 or IDN3002 Design studio 5 (12 points)		TDN3002 Design strategy and professional practice (6 points) or TDN3003 Design criticism (6 points)	FIT3040 Studio project 2 (6 points)

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F2005 Bachelor of Design and Bachelor of Information Technology

Major – Interactive media

Year 1 Semester 1	AHT1101 Introduction to visual culture in art design & architecture (6 credit points) & OHS1000 Introduction to art and design health and safety (0 points)	DWG1201 Drawing 1(6 points)	FIT1047 Introduction to computer systems, networks and security (6 points)	FIT1033 Foundations of 3D (6 points)
Year 1 Semester 2	TDN1002 Design and the avant-garde (6 points)	FIT1045 Algorithms and programming fundamentals in python or FIT1048 Fundamentals of C++ or FIT1051 Programming fundamentals in java (6 points)	FIT1049 IT professional Practice (6 points)	FIT1046 Interactive media foundations (6 points)
Year 2 Semester 1	CDS1001 or IDN1001 Design studio 1 (12 points)		TDN2001 Sociologies of design (6 points)	FIT2091 Interactive media studio 1 (6 points)
Year 2 Semester 2	CDS1002 or IDN1002 Design studio 2 (12 points)		FIT2087 Advanced 3D (6 points)	FIT2092 Interactive media studio 2 (6 points)
Year 3 Semester 1	CDS2001 or IDN2001 Design studio 3 (12 points)		FIT3169 Immersive environments (6 points)	FIT2002 IT project management (6 points)
Year 3 Semester 2	FIT2094 Databases (6 points)	FIT3146 Emergent technologies and interfaces (6 points)	FIT2001 Systems development or FIT2099 Object-oriented analysis, design and implementation	FIT3156 Advanced visual effects (6 points)
Year 4 Semester 1	CDS3001 or IDN3001 Design studio 4 (12 points)		TDN3001 Research for design (6 points)	FIT3039 Studio project 1 (6 points)
Year 4 Semester 2	CDS3002 or IDN3002 Design studio 5 (12 points)		TDN3002 Design strategy and professional practice (6 points) or TDN3003 Design criticism (6 points)	FIT3040 Studio project 2 (6 points)

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F2005 Bachelor of Design and Bachelor of Information Technology

Major – Software Development

Year 1 Semester 1	AHT1101 Introduction to visual culture in art design & architecture (6 credit points) & OHS1000 Introduction to art and design health and safety (0 points)	DWG1201 Drawing 1(6 points)	FIT1045 Algorithms and programming fundamentals in python or FIT1048 Fundamentals of C++ or FIT1051 Programming fundamentals in java (6 points)	FIT1050 Web fundamentals (6 points)
Year 1 Semester 2	TDN1002 Design and the avant-garde (6 points)	FIT1047 Introduction to computer systems, networks and security (6 points)	FIT1049 IT professional practice (6 points)	FIT Elective (6 points)
Year 2 Semester 1	CDS1001 or IDN1001 Design studio 1 (12 points)		TDN2001 Sociologies of design (6 points)	FIT2001 Systems development (6 points)
Year 2 Semester 2	CDS1002 or IDN1002 Design studio 2 (12 points)		FIT2094 Databases (6 points)	FIT2002 IT project management (6 points)
Year 3 Semester 1	CDS2001 or IDN2001 Design studio 3 (12 points)		FIT3175 Usability (6 points)	FIT2104 Web database interface (6 points) or FIT2081 Mobile application development (6 points)
Year 3 Semester 2	FIT Elective Level 2/3 (6 points)	FIT Elective Level 3 (6 points)	FIT Level 3 Software Development Major Elective (6 points)	FIT Level 3 Software Development Major Elective (6 points)
Year 4 Semester 1	CDS3001 or IDN3001 Design studio 4 (12 points)		TDN3001 Research for design (6 points)	FIT3047 IE studio project 1 (6 points)
Year 4 Semester 2	CDS3002 or IDN3002 Design studio 5 (12 points)		TDN3002 Design strategy and professional practice (6 points) or TDN3003 Design criticism (6 points)	FIT3048 IE studio project 2 (6 points)

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