

Course progression map for 2019 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 Bachelor of Information Technology - GAMES DEVELOPMENT Major

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YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to visual culture in Art, Design and Architecture	FIT1033 Foundations of 3D
YEAR 1 Semester 2	VPR1012 Visual Practices 2	VPR1113 Research Practices	AHT1102 Modernism and the avant-garde	FIT1048 Fundamentals of C++
YEAR 2 Semester 1	VPR2011 Research Practices Advanced	AHT2102 International Art 1945-1990	Fine Art Elective	FIT1047 Introduction to computer systems, networks and security
YEAR 2 Semester 2	VPR2012 Professional Practice	Fine Art Elective	FIT1049 IT professional practice	FIT2073 Game design studio 1
YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT2094 Databases	FIT Elective	FIT2096 Games programming 1
YEAR 3 Semester 2	FIT2002 IT project management	FIT3146 Emergent technologies and interfaces	FIT3145 Game design studio 2	FIT2097 Games programming 2
YEAR 4 Semester 1	VPR3011 Professional Practice Advanced	Fine Art Elective	FIT3094 Artificial life, artificial intelligence & virtual environments	FIT3039 Studio project 1
YEAR 4 Semester 2	VPR3012 Visual Practices 3 (12 points)		History and Theory Elective Level 2/3	FIT3040 Studio project 2

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Source: Monash University 2019 Handbook – http://www.monash.edu.au/pubs/2019handbooks/maps/map-F2006.pdf CRICOS Provider Number: 00008C

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F2006 Bachelor of Fine Art and Bachelor of Information Technology

Specialisation: Visual Arts, with Bachelor of Information Technology - INTERACTIVE MEDIA Major

YEAR 1 Semester 1	VPR1011 Visual practices 1 & OHS1000 Introduction to art and design health and safety (0 pts)	DWG1201 Drawing 1	AHT1101 Introduction to visual culture in Art, Design and Architecture	FIT1033 Foundations of 3D	
YEAR 1 Semester 2	VPR1012 Visual Practices 2	VPR1113 Research Practices	AHT1102 Modernism and the avant-garde	FIT1046 Creative computing foundations	
YEAR 2 Semester 1	VPR2011 Research Practices Advanced	AHT2102 International Art 1945-1990	Fine Art Elective	FIT2091 Creative computing studio 1	
YEAR 2 Semester 2	VPR2012 Professional Practice	Fine Art Elective	FIT1051 Programming Foundations or FIT1048 Foundations of C++ or FIT1045 Introductions to algorithms and programming	FIT2092 Creative computing studio 2	
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YEAR 3 Semester 1	FIT2001 Systems development or FIT2099 Object-oriented design and implementation	FIT2094 Databases	FIT2002 IT Project Management	FIT1047 Introduction to computer systems, networks and security	
	Systems development or FIT2099 Object-oriented design		FIT2002 IT Project	Introduction to computer systems, networks and	
Semester 1 YEAR 3	Systems development or FIT2099 Object-oriented design and implementation FIT3156	PIT3146 Emergent technologies	FIT2002 IT Project Management FIT2087	Introduction to computer systems, networks and security FIT1049	

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