MONASH University

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

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

Fine Art	Information Technology

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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
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
YEAR 3 Semester 2	**FIT3156** Advanced visual effects	**FIT3146** Emergent technologies and interfaces	**FIT2087** Advanced 3D	**FIT1049** IT professional practice
YEAR 4 Semester 1	**VPR3011** Professional Practice Advanced	Fine Art Elective	**FIT3169** Immersive 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

Fine Art	Information Technology

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