

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](#).

F2005 Bachelor of Design and Bachelor of Information Technology

Specialisations - Industrial design or Communication design with Games development major

| | | | | | |
|-----------------------------|---|---|---|---|---|
| YEAR 1 Semester 1 | AHT1101 Introduction to visual culture in Art, Design and Architecture | DWG1201 Drawing 1 | FIT1047 Introduction to computer systems, networks and security | FIT1033 Foundations of 3D | Art, Design and Architecture OHS1000 (0 pts) |
| YEAR 1 Semester 2 | TDN1002 Design and the avantgarde | FIT1048 Foundations of C++ | FIT1049 IT professional practice | FIT2073 Game design studio 1 | |
| YEAR 2 Semester 1 | Design studio 1 (CDS1001 or IDN1001) | | TDN2001 Sociologies of design | FIT2096 Game programming 1 | |
| YEAR 2 Semester 2 | Design studio 2 (CDS1002 or IDN1002) | | FIT3145 Game design studio 2 | FIT2097 Game programming 2 | |
| YEAR 3 Semester 1 | Design studio 3 (CDS2001 or IDN2001) | | FIT2001 Systems development Or FIT2099 Object-oriented analysis, design and implementation | FIT3094 Artificial life, artificial intelligence and virtual environments | |
| YEAR 3 Semester 2 | FIT2094 Databases | FIT3146 Emergent technologies and interfaces | FIT2002 IT Project management | FIT elective | |
| YEAR 4 Semester 1 | Design studio 4 (CDS3001 or IDN3001) | | TDN3001 Research for design | FIT3039 Studio Project 1 | |
| YEAR 4 Semester 2 | Design studio 5 (CDS3002 or IDN3002) | | TDN3002 Design strategy and professional practice or TDN3003 Design criticism | FIT3040 Studio Project 2 | |

| |
|------------------------|
| Design |
| Information technology |

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](#).

F2005 Bachelor of Design and Bachelor of Information Technology

Specialisations - Industrial design or Communication design with Multimedia development major

| | | | | | |
|-----------------------------|---|---|---|---|--|
| YEAR 1 Semester 1 | AHT1101 Introduction to visual culture in Art, Design and Architecture | DWG1201 Drawing 1 | FIT1047 Introduction to computer systems, networks and security | FIT1033 Foundations of 3D | Art, Design and Architecture OHS1000 (0 pts) |
| YEAR 1 Semester 2 | TDN1002 Design and the avantgarde | FIT1045 Introduction to algorithms and programming Or FIT1048 Foundations of C++ or FIT1051 Programming foundations | FIT1049 IT professional practice | FIT1046 Creative computing foundations | |
| YEAR 2 Semester 1 | Design studio 1 (CDS1001 or IDN1001) | | TDN2001 Sociologies of design | FIT2091 Creative computing studio 1 | |
| YEAR 2 Semester 2 | Design studio 2 (CDS1002 or IDN1002) | | FIT2087 Advanced 3D | FIT2092 Creative computing studio 2 | |
| YEAR 3 Semester 1 | Design studio 3 (CDS2001 or IDN2001) | | FIT3169 Immersive environments | FIT2001 Systems Development or FIT2099 OO Analysis, Design and Implementation | |
| YEAR 3 Semester 2 | FIT2094 Databases | FIT3146 Emergent technologies and interfaces | FIT2002 IT Project management | FIT3156 Advanced visual effects | |
| YEAR 4 Semester 1 | Design studio 4 (CDS3001 or IDN3001) | | TDN3001 Research for design | FIT3039 Studio Project 1 | |
| YEAR 4 Semester 2 | Design studio 5 (CDS3002 or IDN3002) | | TDN3002 Design strategy and professional practice or TDN3003 Design criticism | FIT3040 Studio Project 2 | |

| |
|------------------------|
| Design |
| Information technology |

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](#).

F2005 Bachelor of Design and Bachelor of Information Technology

Specialisations - Industrial Design or Communication design with Software development major

| | | | | | |
|-----------------------------|---|--|---|---|--|
| YEAR 1 Semester 1 | AHT1101 Introduction to visual culture in Art, Design and Architecture | DWG1201 Drawing 1 | Introduction to algorithms and programming Or FIT1048 Foundations of C++ or FIT1051 Programming foundations | FIT1050 Web fundamentals | Art, Design and Architecture OHS1000 (0 pts) |
| YEAR 1 Semester 2 | TDN1002 Design and the avantgarde | FIT1047 Introduction to computer systems, networks and security | FIT1049 IT professional practice | FIT elective | |
| YEAR 2 Semester 1 | Design studio 1 (CDS1001 or IDN1001) | | TDN2001 Sociologies of design | FIT2001 System development | |
| YEAR 2 Semester 2 | Design studio 2 (CDS1002 or IDN1002) | | FIT2094 Databases | FIT2002 IT Project management | |
| YEAR 3 Semester 1 | Design studio 3 (CDS2001 or IDN2001) | | FIT LEVEL 3 Major Elective | FIT2104 Web database interface OR FIT2081 Mobile application development | |
| YEAR 3 Semester 2 | FIT elective LEVEL 2/3 | FIT elective LEVEL 3 | FIT Level 3 Major Elective | FIT3175 Usability | |
| YEAR 4 Semester 1 | Design studio 4 (CDS3001 or IDN3001) | | TDN3001 Research for design | FIT3047 IE studio project 1 | |
| YEAR 4 Semester 2 | Design studio 5 (CDS3002 or IDN3002) | | TDN3002 Design strategy and professional practice or TDN3003 Design criticism | FIT3048 IE studio project 2 | |

| |
|------------------------|
| Design |
| Information technology |