

433-407 Computer Science Research Project 25

Credit Points:	25.00
Level:	4 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus.
Time Commitment:	Total Time Commitment: Not available
Prerequisites:	Study at the third-year level in at least four of the following areas: artificial intelligence, computer design, database systems, graphics, interactive system design, networks and communications, operating systems, programming languages, software engineering, and theory of computation.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Assoc Prof James Bailey, Dr Leslie John Kitchen
Subject Overview:	Students undertake a research investigation under the supervision of a member of the academic staff and in the context of one of the departmental research groups.
Objectives:	The objective of this subject is for students to gain experience in computer science research.
Assessment:	A written report of approximately 20000 words (90%) and a 20-30 minute oral presentation (10%).
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of this subject students should:</p> <ul style="list-style-type: none"> # have intellectual curiosity and creativity, including understanding of the philosophical and methodological bases of research active; # have gained experience in computer science research; # be able to function effectively as an individual and in multi-disciplinary and multi-cultural teams, with the capacity to be a leader or manager as well as an effective team member; # be able to undertake problem identification, formulation and solution; # have a capacity for independent critical thought, rational inquiry and self-directed learning; and # have a profound respect for truth and intellectual integrity, and for the ethics of scholarship.
Notes:	This subject is available only to students enrolled in the BSc(Honours) and BCS(Honours) degrees. Students enrol in the Computer Science Research Project over one, two or three

semesters, depending upon their individual course plan. The subject will be weighted at 12.5, 18.75, 25, or 37.5 points per semester of enrolment, depending upon the other subjects that comprise the course plan, and whether the student is part-time or full-time. A grade will only be awarded when 37.5 points of enrolment have been successfully completed.