433-464 Project Work

Credit Points:	25.00
Level:	4 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Year Long, - Taught on campus.
Time Commitment:	Contact Hours: Students are required to attend regular meetings with their supervisor and to undertake approximately 240 hours of investigative work Total Time Commitment: Not available
Prerequisites:	For students in the Computer Engineering degree, the successful completion of at least 37.5 points of level 3 computer science subjects. Prior or concurrent enrolment in 431-330 Design Labatory and 433-343 Professional Issues in Computing is recommended. For students in the BE (Biomedical) degree, completion of 433-252 Software Engineering Principles & Tools, 433-253 Algorithms and Data Structures, 433-254 Software Design and 433-255 Logic and Computation.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	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. 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
Coordinator:	Dr Linda Stern
Subject Overview:	Projects, selected from a list offered by the Department each year, will be undertaken under the supervision of a member of the academic staff of the department with relevant expertise. Projects will require activities related to design, ommplementation and testing of computing or bioinformatics systems with associated literature reviews. Project management and reporting will also be assessed. Students with specific interests are encouraged to submit their own project proposals for consideration by the Department.
Objectives:	On completion of this subject students will have: # acquired practical design and research skills related to professional practice in computing or bioinformatics; and # the ability 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.
Assessment:	Submission for examination of project reports not exceeding 12 000 words with no more than 30 pages of supporting material in the way of appendices, diagrams, tables, computations and computer output (100%).
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:	On completion of this subject students should: # 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.
Related Course(s):	Bachelor of Engineering (Biomedical)Bioinformatics