

385AA Bachelor of Computer Science

Year and Campus:	2011 - Parkville
CRICOS Code:	020348F
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Level:	Undergraduate
Duration & Credit Points:	300 credit points taken over 36 months full time. This course is available as full or part time.
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Contact:	Melbourne School of Engineering courseinfo@eng.unimelb.edu.au (mailto:courseinfo@eng.unimelb.edu.au) http://www.eng.unimelb.edu.au (http://www.eng.unimelb.edu.au)
Course Overview:	<p>The course aims to develop skilled computer scientists with the technical knowledge to develop well-designed and robust computer-based solutions to a range of problems in business and industry. Core studies include computer science (introduction to computer programming, algorithms and problem solving, software development) and mathematics. Electives may be chosen from a wide variety of other disciplines including digital electronics and information systems. Subjects in later years include artificial intelligence, software engineering, computer networks, operating systems, graphics and computer design.</p> <p>Computer science graduates work in government, the manufacturing industry, the information industry, commerce and education. Some graduates spend their time on software development and systems support and remain in a mostly technical environment. Others move to a consulting role which places more emphasis on talking to clients about the use of the technology. In all types of work environment, whether with small companies or large, success in employment involves a mixture of technical expertise and strong communication skills. The knowledge and qualifications gained will enable you to work in many countries.</p> <p>The recommended or standard course structures are listed below. When setting the timetable every effort will be made to avoid clashes between the times of classes associated with these sets of subjects. Students should be aware however, that if it proves to be impossible to achieve a timetable without clashes in these sets of subjects, the Faculty reserves the right to modify course structures in order to eliminate the conflicts. Students will be advised during the enrolment period of the semester if the recommended courses need to be varied. Where the courses include elective subjects these should be chosen so that timetable clashes are avoided. In particular, students in combined degrees should plan their courses so that the subjects chosen in the other faculty do not clash with those recommended for the engineering component.</p> <p>The Bachelor of Computer Science is recognized by the Australian Computer Society (ACS), an internationally recognized professional association for Information Communications Technology (ICT) professionals. Accreditation endorses the quality of curriculum of the BCS at Melbourne, and affirms that the course is highly relevant to Australia's current and future computing industry.</p>
Objectives:	See course overview.
Course Structure & Available Subjects:	-
Subject Options:	<p>THERE WILL BE NO FIRST AND SECOND YEAR YEAR ENTRY INTO THIS COURSE FROM 2011.</p> <p>Students considering extending their study by enrolling in the BCS (Honours) degree should note that study of mathematics or statistics at the second year level is strongly recommended.</p> <p>Note that in 2005 the Department of Computer Science and Software Engineering introduced restrictions to the computing subjects offered by other departments which can be taken as electives in the BCS, BE(Software), BE(Eng Mgt) Software and BE(Biomedical)Bioinformatics programs. Students are advised to visit the School of Engineering LMS community for current students when choosing their subjects.</p> <p>Semester 1</p>

Subject	Study Period Commencement:	Credit Points:
SWEN30006 Software Modelling and Design	Not offered 2011	12.50
SWEN90003 IT Project Management	Not offered 2011	12.50

300-level computer science subjects (25 points in total)

Semester 2

300-level computer science subjects (37.5 points in total)

Elective (12.5 points)

The 62.5 points listed as computer science subjects may be any 300-level subjects taught by the Department.

Students in the BCS are required to complete at least 12.5 points of non-technical studies from outside the Department of Computer Science and Software Engineering. To satisfy non-technical study requirements, students may take suitable subjects from any department in the University prepared to accept their enrolment, subject to prerequisite and timetabling constraints. Subjects that meet the requirements include the management subjects offered in the Faculty of Engineering and in the Faculty of Business and Economics, and subjects from the Faculty of Arts. Students are especially encouraged to consider subjects where the study and assessment requirements include written and oral presentation components.

Within the BCS, students are entitled to complete 25 points from departments which are not budget departments of the Faculty of Science or the Faculty of Engineering. Students who wish to include other subjects can do so within the BCS with approval from the Department of Computer Science and Software Engineering, up to a total of 62.5 points. Normally, approval would not be given for students to undertake more than 25 of the 62.5 points at 100-level. At most 125 points of the 300 points in a BCS degree may be at 100 level. Students in the BCS may not take more than 62.5 points of studies from outside the Faculties of Science and Engineering.

Note that in 2005, the Department of Computer Science and Software Engineering introduced restrictions to the computing subjects offered by other departments which can be taken as electives in the BCS, BE (Software), BE (Eng Mgt) Software and BE (Biomedical) Bioinformatics programs. Students are advised to visit the School of Engineering LMS community for current students when choosing their subjects.

Entry Requirements:

There will be no further entry into this course from 2011.

Students who are enrolled in this degree and have not completed, or have failed the fourth year subjects required, should speak to a course advisor.

New pathways to the study of Computer Science and Software Engineering are outlined at <http://www.csse.unimelb.edu.au/future/undergrad.html> (<http://www.csse.unimelb.edu.au/future/undergrad.html>)

Graduate research programs are available in aspects of autonomous and intelligent systems, declarative languages, knowledge discovery, parallel and distributed computing and software engineering.

Research areas are outlined at <http://www.csse.unimelb.edu.au/research/strengths.html> (<http://www.csse.unimelb.edu.au/research/strengths.html>)

Core Participation Requirements:

For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: <http://www.services.unimelb.edu.au/disability/>

Graduate Attributes:

Graduate Attributes: Ability to undertake problem identification, formulation, and solution
Ability to utilise a systems approach to complex problems and to design and operational performance
Capacity for creativity and innovation
Ability to manage information and documentation