SINF30005 Mobile Computing

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2011. Lectures and tutorial/practical sessions.
Time Commitment:	Contact Hours: 2 lectures and 3 hours of tutorial/practical work for 11 weeks of the semester plus up to 5 hours per week of additional study and project work Total Time Commitment: Estimated total time commitment of 120 hours
Prerequisites:	50 points of second year level subjects
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	Students may not gain credit for both this subject and the following:

Subject	Study Period Commencement:	Credit Points:
ISYS20005 Emerging Technologies For Transformation	Not offered 2011	12.50

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/
Contact:	Email: **r.scheepers@unimelb.edu.au (mailto:r.scheepers@unimelb.edu.au)**
Subject Overview:	Mobile and wireless computing technologies have opened up new possibilities in terms of where, when, and how information technology is used. The application domains of mobile computing span individual, organisational and societal contexts. The aim of this subject is to expose students to mobile computing from the perspectives of underlying technology, wireless environments, application design, and evaluation of the derived business benefits. Students should develop the necessary technical skills to implement and evaluate the business benefits of applications based on mobile and wireless technologies. In addition, students will be exposed to various forms and uses of these technologies. Students interested in the interaction design and usability issues of mobile appliances should also consider enrolling in the complementary subject, SINF30004 Human Computer Interaction. A component of the work undertaken is a group-based project.
Objectives:	Upon completion of the subject, students should: # have an understanding of the mobile and wireless computing phenomenon in terms of key technologies, relevant standards and example applications # be familiar with theoretical concepts such as individual technology acceptance models, critical mass theory, business value and social perspectives on mobile technology. # be familiar with several approaches, frameworks and taxonomies that can guide the implementation and evaluation of mobile technology applications in individual, organisational and societal contexts
Assessment:	Ongoing assessment of project work throughout the semester: group work of up to 5000 words (20%) and individual work of up to 2000 words (20%); a 2-hour written examination in the examination period (60%). Satisfactory completion of both project work and the examination is necessary to pass the subject.
Prescribed Texts:	Selected readings for subject available via Bookshop

Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # **Bachelor of Arts (https://handbook.unimelb.edu.au/view/2011/B-ARTS)** # **Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2011/B-COM)** # **Bachelor of Environments (https://handbook.unimelb.edu.au/view/2011/B-ENVS)** # **Bachelor of Music (https://handbook.unimelb.edu.au/view/2011/B-MUS)** You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	Students should acquire a range of generic skills which include: # analytical skills through examination of application examples # collaboration skills through group work and assessment # problem-solving skills in applying various implementation and assessment models and frameworks
Notes:	This subject is available for science credit to students enrolled in the BSc (both pre-2008 and new degrees), BASc or a combined BSc course (except for the BSc/ BIS).
Related Course(s):	Bachelor of Science
Related Majors/Minors/ Specialisations:	Science Informatics