SWEN30004 Software Engineering Project

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2011.
Time Commitment:	Contact Hours: 36 hours consisting of 12 one-hour lectures (one per week) and 24 one-hour workshops (two per week) Total Time Commitment: 120 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	433-340 Software Engineering Project,

Subject	Study Period Commencement:	Credit Points:
SWEN30007 Software Systems Project	Not offered 2011	12.50
COMP30016 Computer Science Project	Not offered 2011	12.50
SWEN40001 Advanced Software Engineering Project	Not offered 2011	25

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:	Dr Shanika Karunasekera email: **karus@unimelb.edu.au (mailto:karus@unimelb.edu.au)**
Subject Overview:	This subject gives students their first engineering experience in analysing, designing, and implementing a medium-scale software system. Students will work in a small team to solve a software engineering problem. Students must be able to demonstrate that they can apply sound engineering principles to the formulation and solution of their problem.
Objectives:	On completion of this subject, students should be able to: # Analyse, design, implement and test a non–trivial software system # Ability to undertake problem identification, formulation and solution # Ability to communicate effectively, not only with engineers but also with the community at large; and # Apply software engineering principles to the development of non-trivial projects
Assessment:	The subject will be assessed on the project management, software design, implementation and testing, artifacts generated during the project and submitted at the end of the project, and on a final report submitted by the team at the end of the project. Each individual student's mark has two components: (1) a process component based on the team's ability to conduct problem formulation and design, and to manage their processes (70%); and (2) a product component based on the final release of the developed product (30%). A component of the marks for the process (1) will be based on the individual's contribution to the project.
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 have developed the following generic skills: # Ability to undertake problem; identification, formulation and solution # Ability to utilise a systems approach to design and operational performance # 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
Related Majors/Minors/ Specialisations:	B-ENG Software Engineering stream