SWEN30007 Software Systems Project

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2011.
Time Commitment:	Contact Hours: 12 one-hour lectures (one per week) and 24 one hour workshops (2 per week) Total Time Commitment: 120 hours
Prerequisites:	The prerequisites are: **Subject** / **Study Period Commencement:** / **Credit Points:** SWEN30006 Software Modelling and Design / Not offered 2011 / 12.50
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	433 340 Software Engineering Project **Subject** / **Study Period Commencement:** / **Credit Points:** SWEN30004 Software Engineering 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 nontrivial software system. Students will work in a small team to solve a software engineering problem, demonstrating their ability to 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 # Unertake problem identification, formulation and solution # 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:	Each individual student's mark will have two components:(1) Team's ability to conduct problem formulation and design,and to manage its processes (70%); and (2) The final release of the developed product (30%). A component of the marks for the process (1) will bebased 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 Course(s):	Bachelor of Engineering (Computer Engineering) Bachelor of Science
Related Majors/Minors/ Specialisations:	Software Systems