SWEN40001 Advanced Software Engineering Project

Credit Points:	25
Level:	4 (Undergraduate)
Dates & Locations:	This subject is not offered in 2011.
Time Commitment:	Contact Hours: Twenty-four 1-hour tutorials and twenty-four 2-hour workshops. Students will be expected to spend up to 12 hours per week on the project Total Time Commitment: 240 hours
Prerequisites:	One of the following: 433-340 Software Engineering Project A {{TABLE_PREREQ}}
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 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:	Developing real-world software on time and under budget is a challenging task. Students will work in a team to solve a practical problem, applying sound engineering principles to the formulation and solution of their problem. Students will engage in the full software engineering life cycle from requirements engineering through to delivery, to develop a software solution for an external client.
Objectives:	On completion of this subject students will be able: to analyse, design, implement and test a small real-world software system, apply software engineering processes and practices to the development of non-trivial projects and work with extemal stakeholders to develop software systems to meet their needs.
Assessment:	Projects will be assessed on a continuous basis, based on pre-specified project milestones. This will be followed by an assessment at the end of the semester. 25% of the assessment component will be team-based and 75% will be an individual assessment.
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 ＃ Be able to utilise a systems approach to design and operational performance ＃ Be able to function effectively as an individual and in multi-disciplinary and multi-cultural teams, with the capcity to be a leader or manager as well as aneffective team member

Prerequisites subject table:

Subject	Study Period Commencement:	Credit Points:
SWEN30004 Software Engineering Project	Not offered 2011	12.50

	# Be open to new ideas and unconventional critiques of received wisdom # Have a profound respect for truth and intellectual integrity, and for the ethics of scholarship; and # Have a capacity for independent critical thought, rational inquiry and self-directed learning
Notes:	This subject is available to Software Engineering students only, for whom it is mandatory.
Related Course(s):	Bachelor of Engineering (Software Engineering)
Related Majors/Minors/ Specialisations:	B-ENG Software Engineering stream