

# COMP30016 Computer Science Project

<b>Credit Points:</b>	12.50														
<b>Level:</b>	3 (Undergraduate)														
<b>Dates &amp; Locations:</b>	2012, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.														
<b>Time Commitment:</b>	Contact Hours: 12 one-hour lectures (one per week) and 12 two-hour workshops (one per week) Total Time Commitment: Not available														
<b>Prerequisites:</b>	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP20003 Algorithms and Data Structures</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	COMP20003 Algorithms and Data Structures	Semester 1, Semester 2	12.50						
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COMP20003 Algorithms and Data Structures	Semester 1, Semester 2	12.50													
<b>Corequisites:</b>	None														
<b>Recommended Background Knowledge:</b>	None														
<b>Non Allowed Subjects:</b>	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>SWEN30007 Software Systems Project</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>SWEN30004 Software Engineering Project</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>SWEN40001 Advanced Software Engineering Project</td> <td>Year Long</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	SWEN30007 Software Systems Project	Semester 2	12.50	SWEN30004 Software Engineering Project	Semester 2	12.50	SWEN40001 Advanced Software Engineering Project	Year Long	25
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SWEN30004 Software Engineering Project	Semester 2	12.50													
SWEN40001 Advanced Software Engineering Project	Year Long	25													
<b>Core Participation Requirements:</b>	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: <a href="http://www.services.unimelb.edu.au/disability/">http://www.services.unimelb.edu.au/disability/</a>														
<b>Coordinator:</b>	Prof Christopher Leckie														
<b>Contact:</b>	Associate Professor Tim Baldwin email: <a href="mailto:tbaldwin@unimelb.edu.au">tbaldwin@unimelb.edu.au</a> ( <a href="mailto:tbaldwin@unimelb.edu.au">mailto:tbaldwin@unimelb.edu.au</a> )														
<b>Subject Overview:</b>	This subject is a capstone project for the Computer Science major. It consists of a semester-long project in which teams design, develop and test a larger computer application, such as a game-playing program. Topics covered include project management, professional ethics, and a selection of material from: artificial intelligence, distributed systems and human-computer interfaces.														
<b>Objectives:</b>	On completion of this subject students should be able to: <ul style="list-style-type: none"> <li># Apply technical knowledge to a multi-faceted problem</li> <li># Work in a team to develop large-scale software solutions</li> <li># Systematically evaluate the quality of a software system; and</li> <li># Anticipate and avoid problems associated with team-based system development</li> </ul>														

<b>Assessment:</b>	A progress submission of part of the project during the course of the semester (10%) The final release of the computer application (50%) A final report on the design and systematic evaluation of the computer application that was developed (40%) A component of the marks for the final report will be based on the individual's contribution to the project.
<b>Prescribed Texts:</b>	TBA
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completion of this subject students should have developed the following generic skills:</p> <ul style="list-style-type: none"> <li># Ability to apply knowledge of basic science and engineering fundamentals</li> <li># Ability to communicate effectively, not only with engineers but also with the community at large</li> <li># Ability to undertake problem identification, formulation and solution</li> <li># 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</li> <li># Understanding of professional and ethical responsibilities and commitment to them</li> <li># Expectation of the need to undertake lifelong learning, capacity to do so</li> <li># Capacity for independent critical thought, rational inquiry and self-directed learning</li> </ul>
<b>Related Majors/Minors/Specialisations:</b>	<p>Computer Science  Science credit subjects* for pre-2008 BSc, BASc and combined degree science courses  Science-credited subjects - new generation B-SCI and B-ENG. Core selective subjects for B-BMED.</p>