

COMP30016 Computer Science Project

Credit Points:	12.50												
Level:	3 (Undergraduate)												
Dates & Locations:	This subject is not offered in 2013.												
Time Commitment:	Contact Hours: 38 hours, comprising of one 1-hour lecture and one 2-hour workshop per week Total Time Commitment: 120 hours												
Prerequisites:	<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>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table> <p>OR</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>COMP20007 Design of Algorithms</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	COMP20003 Algorithms and Data Structures	Not offered 2013	12.50	Subject	Study Period Commencement:	Credit Points:	COMP20007 Design of Algorithms	Not offered 2013	12.50
Subject	Study Period Commencement:	Credit Points:											
COMP20003 Algorithms and Data Structures	Not offered 2013	12.50											
Subject	Study Period Commencement:	Credit Points:											
COMP20007 Design of Algorithms	Not offered 2013	12.50											
Corequisites:	None												
Recommended Background Knowledge:	None												
Non Allowed Subjects:	<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>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>SWEN30004 Software Engineering Project</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>SWEN40001 Advanced Software Engineering Project</td> <td>Not offered 2013</td> <td>25</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	SWEN30007 Software Systems Project	Not offered 2013	12.50	SWEN30004 Software Engineering Project	Not offered 2013	12.50	SWEN40001 Advanced Software Engineering Project	Not offered 2013	25
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SWEN30007 Software Systems Project	Not offered 2013	12.50											
SWEN30004 Software Engineering Project	Not offered 2013	12.50											
SWEN40001 Advanced Software Engineering Project	Not offered 2013	25											
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p> </p>												
Contact:	Professor Christopher Leckie email: caleckie@unimelb.edu.au (mailto:caleckie@unimelb.edu.au)												
Subject Overview:	<p>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. The objective for this subject is for students:</p> <ul style="list-style-type: none"> to design, develop and test an advanced software application; to develop an understanding of the underlying theory from computer science that is relevant to this application; to develop skills in working as part of a project team, and to learn how to communicate the results of that project to a range of different audiences. <p>This subject is a compulsory subject for the BSc (Computer Science) and is a study unit at level 3 for Bachelor Science program.</p>												

Objectives:	<p>On completion of this subject students should be able to:</p> <ul style="list-style-type: none"> # Apply technical knowledge to a multi-faceted problem # Work in a team to develop large-scale software solutions # Systematically evaluate the quality of a software system # Anticipate and avoid problems associated with team-based system development
Assessment:	<p>The developed computer application (60%), of which 10% is for a progress submission around week 6, and 50% is for the final submission in week 10. This is expected to take around 60 hours. A final report of around 3000 words on the design and systematic evaluation of the computer application which was developed (40%). The final report is due in the last week of semester. To pass the subject, students must obtain at least: 50% overall; 18/40 in the assessment of the final report; 27/60 in the assessment of the computer application. A component of the marks for the final report and computer application will be based on the individual's contribution to the project. ILO 1 and 4 are addressed in the lectures, workshop exercises and project work. ILO 2 and 3 are addressed in the project work and the preparation of the final report.</p>
Prescribed Texts:	TBA
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:	<p>On completion of this subject students should have developed the following generic skills:</p> <ul style="list-style-type: none"> # Ability to apply knowledge of basic science and engineering fundamentals # Ability to communicate effectively # Ability to undertake problem identification, formulation and solution # Ability to function effectively as an individual in a team # Understanding of professional and ethical responsibilities and commitment to them # Expectation of the need to undertake lifelong learning, capacity to do so # Capacity for independent critical thought, rational inquiry and self-directed learning
Related Majors/Minors/ Specialisations:	<p>Computer Science Computer Science 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>