SWEN30007 Software Systems Project

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 36 hours, consisting of one 1-hour lecture and two 1-hour workshops per week Total Time Commitment: 120 hours
Prerequisites:	**Subject** | **Study Period Commencement:** | **Credit Points:** SWEN30006 Software Modelling and Design | Not offered 2013 | 12.50
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	Students cannot enrol in and gain credit for this subject and: **Subject** | **Study Period Commencement:** | **Credit Points:** SWEN30004 Software Engineering Project | Not offered 2013 | 12.50 COMP30016 Computer Science Project | Not offered 2013 | 12.50 OR 433-340 Software Engineering Project
Core Participation Requirements:	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. 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
Contact:	Email: **tmiller@unimelb.edu.au (mailto:tmiller@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 # Undertake problem identification, formulation and solution # Comminicate effectively, not only with engineers but also with the community at large # 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: A process component based on the team's ability to conduct problem formulation and design, and to manage their processes (70%) 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:	Science-credited subjects - new generation B-SCI and B-ENG. Core selective subjects for B-BMED. Software Systems