

385AA Bachelor of Computer Science

Year and Campus:	2014
CRICOS Code:	020348F
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Level:	Undergraduate
Duration & Credit Points:	300 credit points taken over 36 months
Coordinator:	Associate Professor Shanika Karunasekera
Contact:	<p>Melbourne School of Engineering Ground Floor, Old Engineering (Building 173)</p> <p>Current Students: Email: 13MELB@unimelb.edu.au (mailto:13MELB@unimelb.edu.au) Phone: 13 MELB (13 6352) +61 3 9035 5511</p> <p>Prospective Students: Email: eng-info@unimelb.edu.au (mailto:eng-info@unimelb.edu.au) Phone: + 61 3 8344 6944</p>
Course Overview:	<p>THE COURSE STRUCTURE BELOW ONLY APPLIES TO RE-ENROLLING STUDENTS WHO COMMENCED THEIR STUDIES PRIOR TO 2008</p> <p>The course aims to develop skilled computer scientists with the technical knowledge to develop well-designed and robust computer-based solutions to a range of problems in business and industry. Core studies include computer science (introduction to computer programming, algorithms and problem solving, software development) and mathematics. Electives may be chosen from a wide variety of other disciplines including digital electronics and information systems. Subjects in later years include artificial intelligence, software engineering, computer networks, operating systems, graphics and computer design.</p> <p>Computer science graduates work in government, the manufacturing industry, the information industry, commerce and education. Some graduates spend their time on software development and systems support and remain in a mostly technical environment. Others move to a consulting role which places more emphasis on talking to clients about the use of the technology. In all types of work environment, whether with small companies or large, success in employment involves a mixture of technical expertise and strong communication skills. The knowledge and qualifications gained will enable you to work in many countries.</p> <p>The recommended or standard course structures are listed below. When setting the timetable every effort will be made to avoid clashes between the times of classes associated with these sets of subjects. Students should be aware however, that if it proves to be impossible to achieve a timetable without clashes in these sets of subjects, the Faculty reserves the right to modify course structures in order to eliminate the conflicts. Students will be advised during the enrolment period of the semester if the recommended courses need to be varied. Where the courses include elective subjects these should be chosen so that timetable clashes are avoided. In particular, students in combined degrees should plan their courses so that the subjects chosen in the other faculty do not clash with those recommended for the engineering component.</p> <p>The Bachelor of Computer Science is recognized by the Australian Computer Society (ACS), an internationally recognized professional association for Information Communications Technology (ICT) professionals. Accreditation endorses the quality of curriculum of the BCS at Melbourne, and affirms that the course is highly relevant to Australia's current and future computing industry.</p>
Learning Outcomes:	See course overview.
Course Structure & Available Subjects:	<p>There is no further entry into this course.</p> <p>Students who have not yet completed the requirements of this course should speak to a course advisor.</p>

Subject Options:	<p>Students must complete 300 credit points comprising the core program of discipline subjects. Student who have not yet completed the requirements of the Bachelor of Computer Science degree should see a course advisor.</p> <p>Final Year Subjects:</p> <table border="1" data-bbox="389 315 1485 517"> <thead> <tr> <th data-bbox="389 315 1075 398">Subject</th> <th data-bbox="1075 315 1350 398">Study Period Commencement:</th> <th data-bbox="1350 315 1485 398">Credit Points:</th> </tr> </thead> <tbody> <tr> <td data-bbox="389 398 1075 459">SWEN30006 Software Modelling and Design</td> <td data-bbox="1075 398 1350 459">Semester 1, Semester 2</td> <td data-bbox="1350 398 1485 459">12.50</td> </tr> <tr> <td data-bbox="389 459 1075 517">SWEN90003 IT Project Management</td> <td data-bbox="1075 459 1350 517">Not offered 2014</td> <td data-bbox="1350 459 1485 517">12.50</td> </tr> </tbody> </table> <p>Level-3 computer science subjects (62.5 points in total) Elective subject (12.5 points).</p> <p>The 62.5 points of level-3 computer science subjects are subject to the approval by the Course Coordinator.</p> <p>Students in the BCS are required to complete at least 12.5 points of non-technical studies from outside the Department of Computing and Information Systems. To satisfy non-technical study requirements, students may take suitable subjects from any department in the University prepared to accept their enrolment, subject to prerequisite and timetabling constraints. Subjects that meet the requirements include the management subjects offered in the School of Engineering and in the Faculty of Business and Economics, and subjects from the Faculty of Arts. Students are especially encouraged to consider subjects where the study and assessment requirements include written and oral presentation components.</p> <p>Within the BCS, students are entitled to complete 25 points from departments which are not budget departments of the Faculty of Science or the School of Engineering. Students who wish to include other subjects can do so within the BCS with approval from the Department of Computing and Information Systems, up to a total of 62.5 points. Normally, approval would not be given for students to undertake more than 25 of the 62.5 points at level-1. At most 125 points of the 300 points in a BCS degree may be at level-1. Students in the BCS may not take more than 62.5 points of studies from outside the Faculty of Science and School of Engineering.</p> <p>Students will need to seek further advice from a course advisor</p>	Subject	Study Period Commencement:	Credit Points:	SWEN30006 Software Modelling and Design	Semester 1, Semester 2	12.50	SWEN90003 IT Project Management	Not offered 2014	12.50
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SWEN90003 IT Project Management	Not offered 2014	12.50								
Entry Requirements:	There will be no further entry into this course.									
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>									
Graduate Attributes:	Graduate Attributes: Ability to undertake problem identification, formulation, and solution Ability to utilise a systems approach to complex problems and to design and operational performance Capacity for creativity and innovation Ability to manage information and documentation									
Generic Skills:	An Engineering graduate has a unique skill set comprising a blend of technical, business and interpersonal skills. Upon completion of the Bachelor of Engineering at the University of Melbourne, students will have strong analytical skills, the ability to lead teams and projects and the creativity to look at problems in a way that provides innovative solutions. Our graduates are known for their high standards and professionalism, their understanding of global issues and their outstanding communication skills. For details see "Course Overview".									