

# SWEN30004 Software Engineering Project

<b>Credit Points:</b>	12.50											
<b>Level:</b>	3 (Undergraduate)											
<b>Dates &amp; Locations:</b>	This subject is not offered in 2014.											
<b>Time Commitment:</b>	Contact Hours: 36 hours, comprising of one 1-hour lecture and two 1-hour workshops per week Total Time Commitment: 170 hours											
<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>SWEN30006 Software Modelling and Design</td> <td>Semester 1, Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	SWEN30006 Software Modelling and Design	Semester 1, Semester 2	12.50			
Subject	Study Period Commencement:	Credit Points:										
SWEN30006 Software Modelling and Design	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>Not offered 2014</td> <td>12.50</td> </tr> <tr> <td>COMP30016 Computer Science Project</td> <td>Not offered 2014</td> <td>12.50</td> </tr> </tbody> </table> <p>OR</p> <p>433-340 Software Engineering Project</p>			Subject	Study Period Commencement:	Credit Points:	SWEN30007 Software Systems Project	Not offered 2014	12.50	COMP30016 Computer Science Project	Not offered 2014	12.50
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COMP30016 Computer Science Project	Not offered 2014	12.50										
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt; &lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>											
<b>Contact:</b>	email: <a href="mailto:karus@unimelb.edu.au">karus@unimelb.edu.au</a> ( <a href="mailto:karus@unimelb.edu.au">mailto:karus@unimelb.edu.au</a> )											
<b>Subject Overview:</b>	This subject gives students their first engineering experience in analysing, designing and implementing a medium-scale software system. Students will work in a small team to solve a software engineering problem. Students must be able to demonstrate that they can apply sound engineering principles to the formulation and solution of their problem.											
<b>Learning Outcomes:</b>	<p>On completion of this subject the student is expected to:</p> <ul style="list-style-type: none"> <li># Analyse, design, implement and test a non-trivial software system</li> <li># Ability to undertake problem identification, formulation and solution</li> <li># Ability to communicate effectively, not only with engineers but also with the community at large</li> <li># Apply software engineering principles to the development of non-trivial projects</li> </ul>											
<b>Assessment:</b>	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
<b>Prescribed Texts:</b>	None
<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>	On completion of this subject students should have developed the following generic skills: <ul style="list-style-type: none"><li># Ability to undertake problem, identification, formulation and solution</li><li># Ability to utilise a systems approach to design and operational performance</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></ul>
<b>Related Majors/Minors/Specialisations:</b>	B-ENG Software Engineering stream