SWEN30004 Software Engineering Project

Credit Points:	12.5
Level:	3 (Undergraduate)
Dates & Locations:	2015, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 36 hours, comprising of one 1-hour lecture and two 1-hour workshops per week Total Time Commitment: 170 hours
Prerequisites:	

Subject	Study Period Commencement:	Credit Points:
SWEN30006 Software Modelling and Design	Semester 1, Semester 2	12.50

Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	

Subject	Study Period Commencement:	Credit Points:
SWEN30007 Software Systems Project	Not offered 2015	12.50
COMP30016 Computer Science Project	Not offered 2015	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
Coordinator:	Assoc Prof Shanika Karunasekera
Contact:	email: **karus@unimelb.edu.au (mailto:karus@unimelb.edu.au)**
Subject Overview:	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.
Learning Outcomes:	On completion of this subject the student is expected to: # Analyse, design, implement and test a non-trivial software system # Ability to undertake problem identification, formulation and solution # Ability to communicate 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, requiring approximately 65 - 70 hours of work (70%) A product component based on the final release of the developed product, requiring approximately 30 - 35 hours of work (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:	B-ENG Software Engineering stream