# SINF90007 Pervasive Computing

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| **Credit Points:** | 12.5 |
| **Level:** | 9 (Graduate/Postgraduate) |
| **Dates & Locations:** | This subject is not offered in 2016. |
| **Time Commitment:** | Contact Hours: 36 hours Total Time Commitment: 170 hours |
| **Prerequisites:** | Students who are enrolled in the two year 200 point Master of Information Systems must have completed 50 points of study to enrol in this subject. |
| **Corequisites:** | None |
| **Recommended Background Knowledge:** | None |
| **Non Allowed Subjects:** | None |
| **Core Participation Requirements:** | <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: <a href="http://services.unimelb.edu.au/disability">http://services.unimelb.edu.au/disability</a></p> |
| **Contact:** | email: **f.vetere@unimelb.edu.au (mailto:f.vetere@unimelb.edu.au)** |
| **Subject Overview:** | **AIMS** Pervasive computing describes access to information using new communications and networking technologies. The technology implies computing power, freed from the desktop, extended to wireless handheld devices, home appliances, and commercial tools-of-the-trade. Pervasive computing solutions must support much more than just the devices and the embedded technology: businesses and service providers are further challenged to develop software solutions that manage the complex, flexible infrastructure and the mobility of those who use these devices; information architectures and system designs must flexibly support changing interaction models and user interface technologies. Pervasive computing helps to bring about changes in lifestyle as new applications and services become available to business and consumers. Pervasive computing also places particular demands on information systems designs in dealing with complex security and privacy considerations. The pervasive presence of portable devices and wireless networks results an environment that is crowded, heterogeneous, and always changing. To succeed without distracting the user, pervasive computing applications must be aware of the context in which they execute, and adapt in ways appropriate to user needs, as that context changes. |
| **Learning Outcomes:** | In this subject students will be introduced to technical, organisational, and user-oriented issues associated with the development and deployment of these emerging technologies. |
| **Assessment:** | Contributions to class activities such as discussion and/or class blogs throughout semester (25%); Analysis of a paper delivered as an oral presentation and written report (approximately 500 words) (25%); Group work concerning a pervasive technology proposal (25%); and Essay of 2000-3000 words, due at the end of semester (25%). |
| **Prescribed Texts:** | None |

| Breadth Options: | This subject is not available as a breadth subject. |
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| Fees Information: | Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees |
| Generic Skills: | Through their studies in this subject, students will: enhance their analytical skills through examination of case scenarios and study of published research papers; and broaden their exposure to modern computing technologies. |
| Links to further information: | http://www.cis.unimelb.edu.au |
| Related Course(s): | Master of Science (Information Systems) |