

## BIT / BGIE CAPSTONE PROGRAM 2022 – TEAM PROJECT OFFER

As part of QUT's Bachelor of Information Technology and Bachelor of Games and Interactive Environments degrees, students are required to undertake capstone project units in their final year of study. The students have an opportunity to apply what they have learned during their degree and develop professional project management and team skills as they work through an industry project challenge from concept to completion.

The QUT academic supervisor is responsible for the selection and/or approval of students for participation in each project. The role of the QUT academic supervisor is also to support, guide and advise students throughout the term of the project and manage the assessment.

### THE ROLE OF YOUR INDUSTRY SUPERVISOR

- Communicate with our QUT academic supervisor to establish a project brief to meet the students' curriculum and skills sets
- Be involved with the project scope and assessment requirements
- Provide relevant policies, documents, information and literature to underpin the project to assist students to develop a greater understanding of their Organisation and the issue being explored.
- Provide feedback to QUT and students on their project progress, processes and outcomes
- Give project guidance and supervision – a minimum of one hour per week or two hours per fortnight.
- Arrange site visits for students as necessary or beneficial for the project, as required.
- It is optional to attend the short student presentations at the end of each semester.

### INDUSTRY PARTNER KEY CONTACT DETAILS

<b>Industry Partner</b>	<p>Organisation Name: Elements 4 Success Pty Ltd</p> <p>Address: 9/35 Hugo Place Mansfield 4122</p> <p>ABN: 94632986924</p>
<b>Supervisor</b>	<p>Name: Kylee Leota</p> <p>Title: Founder, Director and Chief Vision Officer</p> <p>Phone: 480118303</p> <p>Business Email: <a href="mailto:kylee@elements4success.com.au">kylee@elements4success.com.au</a></p>

### PROJECT DETAILS

<b>Title of the Proposed Project:</b>	Lead yourself Challenge
<b>Discipline Area of the project:</b>	Mobile application development or Web application development

<b>Additional Technical Domain</b>	Interaction design/ user experience Business Analysis	
<b>Your Organisation:</b> A brief introduction to share this organisation's culture and personality – explain how the project fits with their overall vision and operations.	Elements 4 Success Now more than ever we need leaders. We need highly effective leaders to navigate us through uncertainty and change if we are going to strengthen our industries and compete in domestic and global markets. Elements 4 Success aims to empower all individuals to live the life of their design by offering life coaching throughout various sectors.	
<b>Project Description:</b> Outline of the project requirements and goals. Breakdown of roles required to help your team identify the right combination of skill sets.	E-commerce Platform: Take the videos and content for 21 day Lead yourself challenge and create a website (and mobile app) for clients to purchase and access content through drip content. Turn PDF content into format that they can complete online or print pdf.	
<b>Project Deliverables:</b>	Mobile app prototype technical specifications user manual	
<b>Time Commitment:</b> Partner requirements for the project. Explanation of your supervisor's plans to engage with the team – onsite in the offices, or work remotely and catch up weekly/fortnightly, skype etc	One meeting per fortnight mixed delivery face to face and online . Face to face preferably delivered at the office at Mansfield (but open to overseas students) (as is other offering)	
<b>Project Term</b>	Start Sem 1, 2022	End Sem 2, 2022
<b>Required Knowledge and Skills:</b> A brief description of subject matter knowledge and skills required by the team undertaking this project.	No subject matter knowledge specifically required	

**Student Confidentiality and IP Ownership Requirements**

Please see the Attachment: QUT PDF Presentation IP and Confidentiality Agreements

QUT offers a Project Partner Agreement to our industry partners to manage your requirements around workplace health and safety, intellectual property, confidentiality, indemnity and insurance for work experience arrangements.

Elements 4 Success will require each successful student to assign their individual Intellectual Property (IP) and sign a Confidentiality Deed. QUT recommends you take steps to ensure you understand the terms of any document relating to IP before you sign, which may include obtaining independent legal advice. Refer to the Student Project Process on the Faculty WIL Blackboard Community Site and the attached PDF for further information about IP and Confidentiality. Should you decide not to sign the IP and Confidentiality Deed, please advise the Capstone teaching team promptly to discuss project options.