

. . . . .  
. . . . .

# Week 12 Workshop

COS10025 – Technology in an Indigenous context project

. .  
. .

. . . . .  
. . . . .  
. . . . .  
. . . . .



• • • • •  
• • • • •

# Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne’s Australian campuses are located in Melbourne’s east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne’s Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

• •  
• •

• • • • • • • • • • • • •  
• • • • • • • • • • • • •



# Workshop 12

**The aim of today's workshop is to focus on finalising your business case and project reflection report**

Next spine units

Assessment 4: Business case

Assessment 5: Peer review

Activity 1: Check in with facilitator



# Your Semester 1 2023 Project units

Bachelor of Information and Communication Technology –

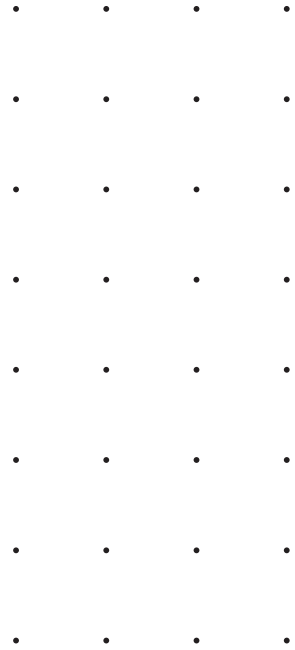
- ICT10022 Inquiry Project
- ICT20025 Design Project

Bachelor of Computer Science

- COS10026 Computing Technology Inquiry Project
- COS10031 Computing Technology Design Project

Bachelor of Engineering (Honors)

- ENG 20009 Engineering Technology Inquiry Project
- MEE20007 Design and Product Visualisation Project
- CVE20015 Digital Engineering Project



# Semester 1 2022

	Semester 2 2022 (Current students)	Semester 1 2023 (Current students)
BICT	COS10025 – Technology in an Indigenous Context Project	ICT20025 Design project
BCS	COS10025 – Technology in an Indigenous Context Project	COS20031 Computing Technology Design project
B Eng. (Honors)	COS10025 – Technology in an Indigenous Context Project	ENG20009 Engineering Technology Inquiry project

Note: Check your course plan

# Semester 2 2022

	Semester 2 2022 (Current students)	Semester 1 2023 (Current students)
BICT	COS10025 – Technology in an Indigenous Context Project	ICT10022 Inquiry project and ICT 20025 Design project
BCS	COS10025 – Technology in an Indigenous Context Project	COS10026 Computing Technology design project
B Eng. (Honors)	COS10025 – Technology in an Indigenous Context Project	ENG20009 Engineering Technology Inquiry project

Note: Check your course plan

# Unit details

Please note: all unit details are provisional as ULOs/contact/assessment are still being finalised.



# ICT 10022 Inquiry Project

Convenor – To be determined (previously Nicole Ronald)

## Aims

This unit of study is a project-based unit in which students work in teams and aims to provide you with the skills to enquire and solve challenges oriented around information and communication technologies. You will also be provided with the skills to select and utilise appropriate ICT tools and techniques to address these challenges. An Academic 'facilitator' will guide your learning towards achieving these outcomes.

## Contact Hours

- 1 hour lecture – Live online
- 1 hour – Tutorial classes
- 2 hours workshop – on campus

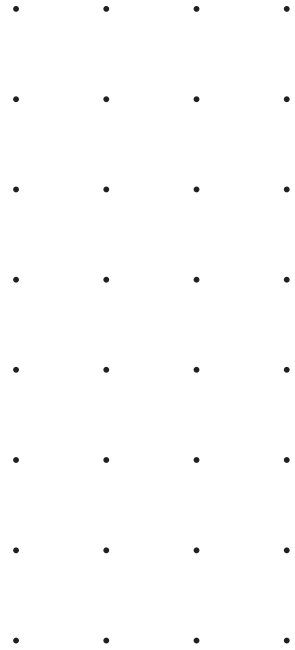




# ICT 10022 Inquiry Project

## Unit Learning Outcomes

1. Apply technical skills from the discipline
2. Apply project planning skills to set goals, manage time, and write project management plans
3. Identify and adapt environmental sustainability related to technology
4. Identify and apply suitable ICT tools and techniques to solve an organisation's problems
5. Construct an ICT solution to address an organisation's problem
6. Apply team frameworks and communicate within teams and with stakeholders using appropriate verbal, written, and technological approaches



# ICT 20025 Design Project

Convenor - Karola Von Baggo

## Aims (Provisional)

This unit of study is a project-based unit. It aims to provide students with the opportunity to apply a design thinking approach to an industry-relevant challenge while working in a small team. Students will develop skills in their major discipline while considering the ethical, human and application context of their work.

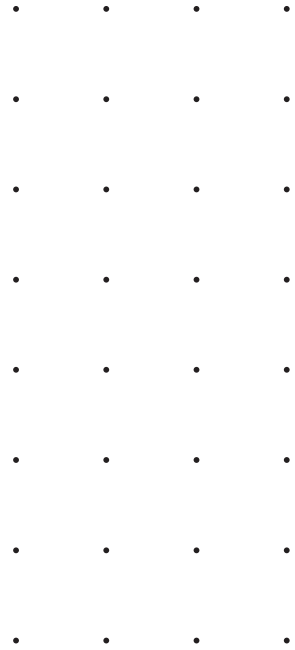
## Contact Hours

- 1 hour Seminar – On-campus
- 1 hour – online facilitator meetings
- 2 hours workshop – on campus

# ICT 20025 Design Project

## Unit Learning Outcomes

1. Apply a systematic approach to ICT design
2. Apply knowledge of design fundamentals to ICT challenges
3. Find, organise, and make decisions on a range of topics related to ICT design
4. Use technology to develop and present design solutions
5. Demonstrate reflective practice, and use self and peer evaluation
6. Communicate within teams and stakeholders using appropriate verbal, written and technological approaches



# ICT 20025 Design Project

## Design Project (Provisional)

- Students will work in a small team to design (or redesign) a user interface using a design thinking approach. The project will require teams to consider the ethical implications of their work and deploy an understanding of human and work context to solve the design problem.
- Students will have the opportunity to develop major specific knowledge in the context of the project as well as their teamwork and visual communication skills.
- Teams will produce an interactive user interface prototype using industry standard tool and document their design process.

# COS10026 Computing Technology Inquiry project

Convenor – Qiang He

## Aims

This unit of study is a project-based unit in which students work in teams and aims to provide you with the skills to enquire and solve challenges oriented around computing technologies. You will also be provided with the skills to select and utilise appropriate computing technology tools to address these challenges. An Academic 'facilitator' will guide your learning towards achieving these outcomes.

## Contact Hours

- 1 hour lecture – Live online
- 1 hour – online facilitator meetings
- 2 hours workshop – on campus

# COS10026 Computing Technology Inquiry project

## Unit Learning Outcomes

1. Demonstrate the use of database modelling techniques to design a normalised database, based on user requirements
2. Demonstrate the use of mark up and presentation languages in creating web-based applications
3. Describe the interaction between components of a web application, and comment on issues related to privacy, security, environmental sustainability, commercial and social issues
4. Conduct a comparative analysis of contemporary approaches to developing Internet applications, their purpose, internal architectures, and related issues
5. Apply project management skills to set goals, manage time, and write project management plans
6. Apply team frameworks and communicate within teams and stakeholders using appropriate verbal, written, and technological approaches

# COS20031 Computing Technology Design project

Convenor – Irene Moser

## Aims

This unit of study is a project-based unit in which students work in teams and aims to provide you with the opportunity to design a solution to an industry-driven challenge emphasis on computing technology design. You will attain the various technical skills required to complete the project as well as a range of professional skills to enable you to work creatively and collaboratively in an industry context. An Academic 'facilitator' will guide your learning towards achieving these outcomes.

## Contact Hours

- 1hour Seminar – On-campus
- 1 hour – online facilitator meetings
- 2 hours workshop – on campus

# COS20031 Computing Technology Design project

## Unit Learning Outcomes

1. Apply a systematic approach to computing technology design
2. Apply knowledge of design fundamentals to computing technology challenges
3. Find, organise, and make decisions on a range of topics related to computing technology design
4. Use computing technology to develop and present design solutions
5. Demonstrate reflective practice, and use self and peer evaluation
6. Communicate within teams and stakeholders using appropriate verbal, written and technological approaches

.	.	.	.
.	.	.	.
.	.	.	.
.	.	.	.
.	.	.	.
.	.	.	.
.	.	.	.
.	.	.	.



# ENG20009 Engineering Technology Inquiry project

Convenor – Rifai Chai

## Aims

This unit of study is a project-based unit in which students work in teams and aims to provide you with the skills to enquire and solve challenges oriented around engineering technologies. You will also be provided with the skills to select and utilise appropriate engineering technology tools to address these challenges. An Academic 'facilitator' will guide your learning towards achieving these outcomes.

## Contact Hours

1 hour Seminar – Live online

30 minutes to 1 hour – online facilitator meetings

2 hours workshop – on campus

# ENG20009 Engineering Technology Inquiry project

## Unit Learning Outcomes

1. Demonstrate the use of database modelling techniques to design a normalised database, based on user requirements
2. Demonstrate the use of mark up and presentation languages in creating web-based applications
3. Describe the interaction between components of a web application, and comment on issues related to privacy, security, environmental sustainability, commercial and social issues
4. Conduct a comparative analysis of contemporary approaches to developing Internet applications, their purpose, internal architectures, and related issues
5. Apply project management skills to set goals, manage time, and write project management plans
6. Apply team frameworks and communicate within teams and stakeholders using appropriate verbal, written, and technological approaches

# Need more information?

Speak to your course director or a course advisor

BCS – Man Lau (Course Director) [mlau@swin.edu.au](mailto:mlau@swin.edu.au)

BICT - Irene Moser (Course Director) [imoser@swin.edu.au](mailto:imoser@swin.edu.au)

BEng (Honours) – Yat Wong (Course Director)  
[ywang@swin.edu.au](mailto:ywang@swin.edu.au)



# Assessment #5a: Business case and project reflection report

- Final phase of the project
- Individual assessment
- **Due date:** 2<sup>nd</sup> Nov 2022, 23:59 pm
- **Marks allocated:** 25% of your final mark
- Recommended word-count range: 3500 - 4000
- Aim of this task:



A business case is a document that is common for many projects. There are three different sections that were expected to be covered. Use the basic template provided for Business Case and project reflection report.

You should work on this document after you have completed the project brief and the innovation concept report. Remember this is for the facilitator to read so use full sentences and avoid jargon and abbreviations.

# Assessment #5b: Peer Assessment

- Individual assessment
- **Due date:** (2-4 Nov 2022, 23:59 pm)
- **Marks allocated:** 5% of your final mark
- Go to Canvas peer assessment assignment page and click the link provided to access the online form

- **Aim of this task:**

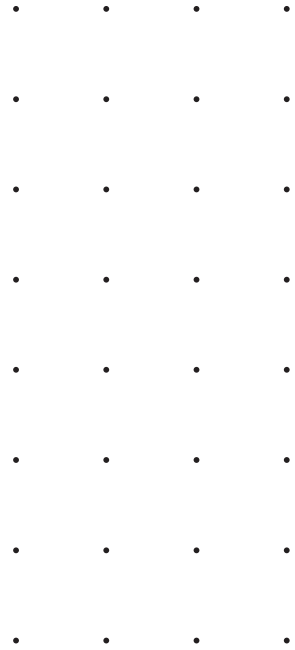
The main purpose of this peer review document is for all team members, including yourself, to reflect on interactions, but it may also be helpful in resolving potential disputes over the relative contributions of team members.

. . . . .  
. . . . .

# Remainder of today

- Complete peer assessment
- Work on business case and reflection
- Ensure you have all the details from your team members on design ideas

Ask for assistance – last opportunity for help ahead of due date



# Next week

Students continue working on

- Business case analysis report (final report - individual) - due week 13
- Peer assessment – varying due dates in week 13

