**Schedule A**

Use this document to provide relevant project details about your organization and your project and send it back to the faculty Capstone Projects Coordinator (email provided at the end of this document).  
Please use simple text formatting as the data within this document is exported into our Projects database and formatting is lost during the export process. **NOTE: One Project per Form please**

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| **1** | **Client/Organisation Name:** | Minigide |
| **2** | **Organisation Description:  *Brief description of your business*** | Travel |
| **3** | **Address:** | C/O Swinburne Uni |
| **4** | **Website:** |  |
| **5** | **Direct Contact:** | Ron Bartels |
| **6** | **Contact Title:** | Owner |
| **7** | **Telephone:** |  |
| **8** | **Email:** | rbartels@swin.edu.au |
| **9** | **Host Supervisor: *Who, from your Organisation, will be supervising the Project?*** | Ron Bartels |
| **10** | **Supervisor Title:** |  |
| **11** | **Department:** |  |
| **12** | **Telephone(s):** |  |
| **13** | **Email:** | rbartels@swin.edu.au |
| **14** | **Project Title:** | Minigide Melbourne Walking Guide |
| **15** | **Referred by: *Who referred the Client/Organisation to Swinburne?*** | Ron Bartels |
| **16** | **Estimated Project Length:  *e.g. 1 or 2 semesters*** | 2 semesters |
| **17** | **Project Description:**  ***Brief description of project being undertaken.  (One Project per Pro-forma please)*** | The project entitled ‘MiniGide’ is a travel guide application for android devices. The client of the project is a photographer who loves travelling. He has written a travel book placing together his photographs and information collected during his travel around Melbourne.  MiniGide is a project based on his travel book and his idea to convert the travel book into a mobile application. The client desires to guide people to travel around Melbourne in a way that they find some interesting places in their journey, and inform about nearby destinations as well. So basically, this app will help travelers explore different parts of Melbourne in a unique way.  This application is to be developed to provide the travelers, an easy way to navigate around Melbourne, exploring its interesting places.  The objectives that we are targeting to meet are as follows:   Develop an application that guides the user to travel around Melbourne city.   Develop an application that allows user to navigate to desired places exploring interesting places on the way.   Develop a medium to share the client’s photos.   Develop a cost effective mobile application.   Develop an application which supports efficient data download.   Enhance the touristic experience of the user with the integration of map in the application. |
| **18** | **Project Specialisations Area:   *e.g. Research, Mobile Application Design(Android & IOS); Database Design; Network Design & Security; Robotics; Application Development; Systems Analysis & Design; Web Development & Design etc.*** | Mobile Application Design(Android & IOS); Database Design (possibly); Web Development & Design |
| **19** | **Project Skills:   *Brief description of any specific skills students will require undertaking this project. e.g. Business Analysis; Systems Analysis; Project Management; Software Programming; OIS; Android; Business Intelligence etc.*** | OIS, Android, Software Programming |
| **20** | **Project Environment:   *Hardware/Software/ Programming Languages e.g.***  ***Android; IOS; C++; HTML; CCS3; Java; SQL; Visual Basic Script; Visual C++; XML, UNIX, Windows etc.*** | OIS, Android  Your choice of platform (NativeScript, Phonegap, anything else?) |
| **21** | **Research Component:**  ***(Where applicable use this section to state topic of research relevant to this project. This may be part of the project or the entire project)*** | No research other than some market analysis of other travel apps. |

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| **Overview of this Proposal** | |
| 1. The purpose of this exercise is to provide an educational opportunity for the Student(s) to obtain real-world experience as part of their course of study. 2. The Contracting Party or Host Organisation wishes to support the skills development of the Students by providing details of their project to Swinburne and agrees to provide the Students with the opportunity to undertake the Project. 3. All parties acknowledge that Project details may vary as the skills of the Student(s) are assessed or the Project requirements change. 4. Neither Swinburne nor the Student(s) provides any guarantee in relation to the quality, originality, operability, delivery or any other aspect of any work undertaken or material produced by the Student(s) as part of the Project. 5. The relationship between the parties is voluntary and involves no payment or only nominal work experience payments within regulatory requirements. 6. Swinburne will arrange for the Students to assign any Intellectual Property in the Projects to Swinburne. Swinburne will then assign the Project IP to the Contracting Party or Host Organisation. 7. The Contracting Party, or Host Organisation, and Swinburne agree to perform their obligations in accordance with the terms and conditions of the STUDENT PROJECT AGREEMENT. 8. The STUDENT PROJECT AGREEMENT will be issued to the Contracting Party or Host Organisation once their Project has been accepted by Swinburne and students have been assigned to the project. | |
| **Permission to market the Proposal to Students** | |
| *Swinburne University seeks permission to market an overview of your project to prospective students, as an example of the types of projects offered under the Internship Project unit.  NB: No company or personal details will be identified.* | |
| I Agree to allow details of the project to be marketed to prospective students. | |
| **Name:** |  |
| **Date:** |  |

**Send this completed Capstone Proposal to the Faculty of Science, Engineering and Technology, School of Software and Electrical Engineering, Capstone Projects Coordinator at: rbartels@swin.edu.au**