

DISCLAIMER: Naive assessment undertaken by Chris.Browne@anu.edu.au based on information available on P&C. Errors, oversights, misunderstandings are likely my own.

COMP3500 Software Engineering Project

<https://programsandcourses.anu.edu.au/course/COMP3500>

Prerequisite structure Open to students with particular courses

Prerequisite units Normally completed at least 96 units

TD Skills: Do students develop transdisciplinary problem-solving skills through this course?

Likely

Students engage with and are supported to develop appropriate transdisciplinary problem-solving skills

For example

LO: [Interactive] how personality traits can impact upon team performance and how to use individual traits to achieve the most from team work. LO: [Interactive] Communicate effectively, orally and in writing, with peers, supervisors and commercial clients/stakeholders.

TD Skills: Do students meaningfully collaborate across disciplinary/area difference through this course?

Somewhat Likely

Students from a common disciplinary background collaborating with experts from broad disciplinary backgrounds

For example

Description: Most students will work on projects for an industry, government or university client.

LO: Work as an effective member of a team to implement a software based solution that delivers measurable value to an industry or university client.

TD Context: How is the transdisciplinary problem-solving experience situated with respect to broader contexts?

Somewhat Likely

Students explore big-picture problems, ideas and broader contexts in relation to a discipline/area

For example

Description: Students will also study relevant aspects of the software engineering milieu. LO: Creatively identify and implement a solution to a complex problem that exists within the domain of ICT.