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

COMP2120 Software Engineering

https://programsandcourses.anu.edu.au/course/comp2120

Prerequisite structure Open to students with particular courses
Prerequisite units Normally completed at least 48 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
Description: This course will empower students with the ability and confidence necessary to exercise critical thinking and professional judgment to select and apply appropriate knowledge, practices and tools to the development of non-trivial software systems. LO: [Interactive] Work co-operatively in a team to solve a software engineering problem.

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: Real-world software development is a complex and dynamic activity involving people, technology and processes interacting within a complex environment of clients, users and other stakeholders while being observant of technological, physical, social, legal, and ethical constraints. LO: Work co-operatively in a team to solve a software engineering problem.

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: We will use real-world examples such as distributed, high-integrity, web-based systems where rigorous software engineering can demonstrably enhance business value. LO: Apply modern requirements gathering and software design techniques in the context of a realistic software engineering process.