**Information for Prospective Clients Proposing CITS3200 Projects**

***About the CITS3200 Project – what you can expect***

CITS3200 Professional Computing is a Level 3 Computer Science and Software Engineering unit that students typically take in their final semester before leaving for employment or undertaking an Honours year. The unit is offered in second semester. The main activity of the unit are group projects, which are largely sourced from the University community. As well as traditional Computer Science application domains, past teams have done projects in diverse areas, including archaeology, lactation biology, medical education and conservation biology.

As a guide, the list of the projects on offer last year can be found at:

<http://undergraduate.csse.uwa.edu.au/units/CITS3200/project/offered/index_19.html>

Each team has 5-6 students. Being a second semester unit CITS3200 projects span a 10 week period from August to October and will have available about 100 person-hours from the team as a whole. While it often happens that the students do a very nice job ***–*** indeed, some projects have contributed to publishable outcomes ***–*** you have to bear in mind that we cannot promise professional quality software; projects generally result in solid prototype applications that require further work. It also happens, though rarely, that a project fails.

***What makes for a suitable project?***

It is important that there be enough substance in the project to keep a team of

5-6 busy. So, for example, creating a web site will generally not be suitable, though most projects will involve a web-based front end. On the other hand, the actual build-time is very short, around 8 weeks, so it is important that the team(s) tackling your projects can get up to speed very quickly. In particular, the unit is about system building; projects cannot involve content creation. The ideal project has a core that an average team can be expected to complete, but also has extra functionality that a strong team can get their teeth into.

***What the students will expect***

You will need to create a project proposal using the Qualtrics-hosted survey, whose URL is provided below. You will then need to meet a subgroup of the students to discuss requirements. Experience has shown over many years that you will only get a good product if you are prepared to interact with the team as the project evolves. More importantly, the unit forms part of the team’s assessment, so you will also be required meet the team to evaluate the progress of the project three times by completing a short form; this is how students will be “paid” for their efforts. It is crucially important that you should be available for the duration of the semester. Therefore, if you, or a person with knowledge of the project, will not be available over the course of the semester, participation in the project is not appropriate.

***Intellectual Property***

Students are not employees and therefore own any IP they create. (Of course, others will also have IP in the project.) We therefore prefer the Creative Commons model for handling IP, specifically CC-by-NC, though other ways of handling IP are available so long as the students are told at the outset which model you wish to use. In particular, requiring all IP to be assigned to the proposer, while possible, will likely make your project less desirable, and there are typically twice as many projects as teams.

***Project Location***

The project client needs to be in Perth. While people can, and do, successfully work globally, we need to risk manage an inherently risky process, given the course demands (CITS3200 is only one of four units that students do in Second Semester) and the very short time line (~8 weeks build time).

***Project Proposal Form***

If you wish to submit a project proposal, please complete the Project Proposal form, which you can find via Qualtrics at:

<http://uwa.qualtrics.com/jfe/form/SV_a4QTiXx8fkczKCh>

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