Professional Computing CITS3200

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Learning Outcomes

• To develop awareness of the ethical and social responsibilities of computing professionals
• To develop experience using professional practices in a teamwork setting
• To provide a "programming in the large" experience as far as practical within semester boundaries
Learning Outcomes

• To allow for the integration of and reflection on previous computer science knowledge
• To develop student capability, confidence and maturity
• To encourage students to be responsible for their own learning
• To model industrial practice regarding commercial software development, and effective client relationships
Lectures

• Not the primary focus of this unit, but nonetheless very important.
  – *Talks about important issues by high profile people*

• Lectures covering Software Engineering, Ethics, Professional Practice
  – *I.e. How to be a Professional*
  – *Strong industry focus*

• Details of topics and times on unit web page
The project

• A major piece of work, about 360 hours
• Group size will normally be 6 (i.e. 60hrs/person)
• Programming is one skill amongst many
  – The Software Engineering related material in previous subjects will be useful.
  – Learn to LISTEN
• Requires commitment and maturity
• Worth 75% (!!!) of unit mark
  – most of your learning happens here
  – one mark per project group (default policy)
A Brief Word about IP

• Groups have IP in the things that they create
• Project proposers also have IP (not least because the project is their idea).
  – Possible third party IP (e.g. tools, libraries)
• Each project has a statement about the IP model preferred by the project proposer
  – Very rarely a problem, and now know up front
Team and Project Allocation

- I will be assigning people randomly to groups.
- The mapping of people to groups will be posted on the project web page for the unit by tomorrow (Tue) morning.
- Arrange a meeting with your group asap, look through the list of projects and email Michael.Wise@uwa.edu.au your references by 4pm on Thursday.
- I’ll post project allocations on Friday.
- Arrange to see your project client asap.
Teams

• Teams will have weekly meetings.
  – *Files of Booked Hours spreadsheets, Time sheet and minutes are to be emailed to me on Fridays*
  – *2 marks deducted for each late Booked Hours spreadsheet, Minutes, Time-Sheet*

• First mentor session is in Week 3
  – *Mentor meetings are significant learning opportunities - Don’t miss them!*
Assessment

• Team project 75%
• 4 deliverables, A B C D
  – Timeline - see Unit Timetable link
  – Some more discussion on Wed
• Team mentoring
  – 4 sessions with a mentor from industry
  – 3 marks deducted for each missed meeting
• Essay 25%
  – Topic linked to Unit Timetable
• There are no formal labs or tutes (nor exam)
Time management and planning

• Managing your time is a crucial skill
  – Watch out for spending 15 minutes here and there without getting anywhere
  – Minimise wasted meetings

• Credit will be given for evidence of planning during all phases of the project
Resources

• There is a web page with some resources:
  – *Ethics topics*
  – *Project Related*
Acknowledgements

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• Lecturers