ICT STUDENTS WORKING WITH INDUSTRY TO SOLVE REAL-WORLD PROBLEMS

INDUSTRY ENGAGEMENT WITH FINAL-YEAR STUDENT PROJECTS AND SUMMER SCHOLARSHIP PROJECTS

The University of Wollongong (UOW) seeks to strengthen its engagement with industry partners.

We offer interdisciplinary, career-oriented ICT degrees and student projects enhanced by strong industry links to support the rapid development and evolving needs of businesses working across the field of Computer Science and IT.

At UOW every ICT student must complete a final-year annual "capstone" project which allows student to work in teams and have an in-depth look at solving real-world problems.

We invite current and new industry/business partners to suggest topics for final-year projects and summer scholarships from their wide range of business needs and experiences.

YOUR INVOLVEMENT IN THE PROJECT SCOPE

If your company is dealing with topics or issues that align with the Faculty's research areas, and which may be suitable for an annual final-year or summer student project, you are invited to submit a brief (200 word) description of the project *(see overleaf for project outline requirements and timeline)* and your contact details as the industry partner.

The industry partner will need to nominate a representative who will work closely with the academic supervisor to provide ongoing guidance and direction to ensure the successful completion of the industry project.

The role of the industry representative is to assist the student to understand the project requirements and ideally maintain regular contact with the student for the project's duration. *The industry partner is not expected to make a direct financial contribution to this work unless the industry has specialised equipment requirements.*

BENEFITS TO INDUSTRY PARTNERS

By engaging with the University in the development and supervision of student projects, industry partners gain cost-effective access to the Faculty's skills and infrastructure, and to its high-performing students and staff.

Participating industry partners are exposed to high-performing student capabilities, knowing that on completion of the project, these students will graduate and seek employment within the same industry.

BENEFITS TO ICT STUDENTS AND THE UNIVERSITY

Students will acquire a better understanding of the problems, design processes and technical requirements of real-world ICT projects, increasing their work-readiness skills upon graduation. Students will benefit from learning a more creative approach to helping solve problems currently facing industry.

The University, by engaging with industry, will develop strong and continuing industry partnerships that are mutually beneficial.

AREAS FOR POTENTIAL ICT PROJECTS

· Software Engineering and Testing

· Cyber Security

· Machine Learning

· Enterprise Systems Development

· Mobile Computing Applications

· Multimedia and Game Development

· Web Design and Development

· Network Design and Management

· eBusiness

· Business Information Systems and Analysis etc.

WHAT ARE THE PROJECT REQUIREMENTS?

Outline the project requirements in 200 words including:

1. Company/organisation

2. Project description

3. Problem description
A - Overview of current situation and difficulties
B - Brief description of the industry problem to be solved and a preliminary list of key functionalities to be delivered by the project

4. Key technologies, programming languages and software to be employed for dealing with the project

5. Assumed knowledge and expected difficulties (software, limitations of access to knowledge, data, sites etc.)

6. On-site visit requirements (location, WHS or access requirements)

7. Testing requirements

8. Expected outcomes and benefits to industry partners and how this would be measured or assessed

9. Name and contact details of industry project supervisor who 'owns' the project and expected commitment, i.e., advise the number of hours per fortnight key stakeholder could commit to the project over its duration (ten-week Summer Scholarship or Annual/ Final Year ICT Project) and how stakeholder would prefer to organise this, e.g., skype session, teleconference calls, face-to-face meeting with student etc.

10. Opportunity for professional practice placements for other ICT students in the future - name of industry contact person

WHAT ARE THE PROJECT OPTIONS? LONG TERM /ANNUAL FINAL-YEAR ICT PROJECT

Undergraduate students enrolled in their final year of the Bachelor of Computer Science, Bachelor of Information Technology and Bachelor of Business Information Systems must complete an annual team project on a specific industry-relevant topic.

ANNUAL FINAL-YEAR ICT PROJECTS TIMELINE

Two annual projects run each year with one starting in Autumn Session (March to November in the same year) and the other starting in Spring Session (July to June the next year)

November (or June) - Submit brief (200 word) project description using the project requirement points (left) and details of industry contact and potential industry co-supervisor.

December (or July) - Project descriptions posted to Faculty website for students to consider as topics for their annual/final-year project.

March to November (July to June next year) - Annual final-year project runs according to the subject outline and academic year with regular meetings held between the industry representative, academic supervisor and students, progress reports, presentations etc. as defined.

December (or July) - Thesis final mark recorded. Graduation of student.

SHORT TERM (DEC-FEB) SUMMER SCHOLARSHIP ICT PROJECT

Undergraduate ICT students enrolled in third year competitively apply for a ten-week summer scholarship to examine and seek solutions for a specific industry problem.

Summer Scholarships are generally to the value of $5000, paid over the total ten-week period. Some scholarship projects can also count toward the professional practice placement.

SUMMER SCHOLARSHIP ICT PROJECT TIMELINE

Mid-October - Industry partner submits topic for Summer Scholarship Project for initial discussions with academic supervisor.

Late October - Project listed on Summer Scholarships website.

November - Students apply competitively for summer scholarships.

December – February - Project allocated and awarded to student who works on project over the ten-week summer break.

OTHER OPPORTUNITIES TO ENGAGE WITH ICT STUDENTS AT UOW: PROFESSIONAL PLACEMENT

Some undergraduate ICT students seek professional work placements during summer recess.

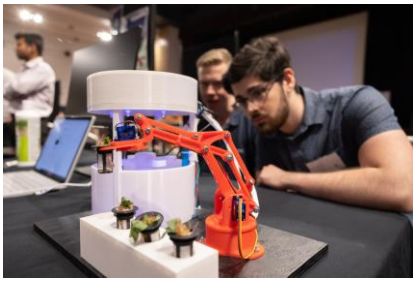
If your company or organisation has such opportunities, please share details with the contact provided.

SPONSORSHIP OF PRIZES AND SCHOLARSHIPS

Other ways to access motivated and high performing students are through sponsoring:
Prizes and awards for best in subject or best final year project
Corporate Scholarships are industry specific scholarships that raise your profile with our talented pool of students
Work Integrated Learning Scholarships that include an ongoing placement over summer or winter break, or a one to three-day placement during academic session

ATTENDING THE ICT TRADE SHOW AND GUEST JUDGING

The Faculty's ICT Trade Show showcases final-year student projects and research areas in October and June. Join as guest judges to meet graduating students, evaluate their projects, and discuss employment opportunities with them.



CONTACT

For further information about project submissions and working with the Faculty, please contact:

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