

# SCHOOL OF COMPUTER, DATA AND MATHEMATICAL SCIENCES

ENGAGEMENT OPPORTUNITIES | AUTUMN 2022

News from the School of Computer, Data and Mathematical Sciences

eNewsletter | Autumn 2022

**WESTERN SYDNEY**  
UNIVERSITY



## Engagement Opportunities | Autumn 2022

The School of Computer, Data and Mathematical Sciences offers students several opportunities to carry out real-world projects relevant to their studies. External organisations interested in proposing projects for the following units of study in Autumn 2022 (March – June) may contact the academic staff below or Dr. Nicholas Sheppard [N.Sheppard@westernsydney.edu.au](mailto:N.Sheppard@westernsydney.edu.au) for further discussion.

### PROFESSIONAL EXPERIENCE

Final-year students of Information Systems, Information and Communications Technologies, and Computer Science complete a software development project including requirements definition, analysis, design, and implementation. Students work in teams of three or four under the guidance of an academic supervisor or industry mentor for a period of twelve weeks (approx. 120 hours per student).

Further information:

<https://px.cdms.westernsydney.edu.au>

Contact: A/Prof. Anupama

Ginige [J.Ginige@westernsydney.edu.au](mailto:J.Ginige@westernsydney.edu.au)



Data Driven Health Decisions in Malawi

### DISCOVERY PROJECT

In this subject students will gain experience in applying data science skills and using knowledge gained during their bachelor's course of their primary discipline. Students will carry out a real life project transforming data to knowledge under the supervision of an academic mentor. Students will

develop a knowledge discovery project proposal and carry out a literature review highlighting the current status of the problem. Assisted by a mentor they will apply the data science skills learned through-out the degree and produce a final discovery project report and/or interactive project tool and give an oral presentation.

Further information: <https://hbook.westernsydney.edu.au/subject-details/comp3035/>

Contact: Dr. Rosalind Wang ([rosalind.wang@westernsydney.edu.au](mailto:rosalind.wang@westernsydney.edu.au))

## HUMAN COMPUTER INTERACTION

Students of Computing, Industrial Design, Design and Technology, and other disciplines create a user interface design for an information system over a period of ten weeks (approx. 100 hours work). Students create a design concept, an interactive working high-fidelity prototype, and an evaluation methodology.

Further information: <https://hbook.westernsydney.edu.au/subject-details/info3003/>

Contact: Dr. Omar Mubin ([o.mubin@westernsydney.edu.au](mailto:o.mubin@westernsydney.edu.au))

## 3D MODELING FUNDAMENTALS

Students will learn the theory of 3D surface modelling and will gain practical skills in creating 3D assets using a popular software package from Autodesk. They will also learn how to design characters and how to integrate their assets with a purpose of producing complex 3D scenes and animated movies.

Further information: <https://hbook.westernsydney.edu.au/subject-details/comp1001/>

Contact: Dr. Tomas Trescak ([t.trescak@westernsydney.edu.au](mailto:t.trescak@westernsydney.edu.au))

## ADVANCED TOPICS IN ICT

Advanced Topics in ICT will enable the students to appreciate the scale of new developments and create prototypes of applications in their desired ambit. This unit consists of three Topics selected each semester. Experts working in fields of ICT are invited to propose topics on which they can deliver a lecture. <https://hbook.westernsydney.edu.au/subject-details/infos7003/>

Contact: Dr. Tomas Trescak ([t.trescak@westernsydney.edu.au](mailto:t.trescak@westernsydney.edu.au))

Further information:

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