School of Computer, Data and Mathematical Sciences

ENGAGEMENT OPPORTUNITIES | SPRING 2021

News from the School of Computer, Data and Mathematical Sciences

WESTERN SYDNEY UNIVERSITY

eNewsletter | **Spring 2021**

Engagement Opportunities | Spring 2021

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 involvement with any of the following units of study for Spring 2021 (July – November) may contact the academic staff below or **Dr. Nicholas Sheppard** 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 Dr. Anupama Ginige**

Data Driven Health Decisions in Malawi

Discovery Project

In this unit 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: **http://handbook.westernsydney.edu.au/hbook/unit.aspx?unit=301111.3**

Contact: **Dr. Rosalind Wang**

Video Games Development

This unit provides students with an in-depth understanding of the development and structure of game engines. It provides the student with a unifying overview of the many modules that are incorporated in a game engine as well as a detailed examination of game-play and engine programming. The unit seeks an industry partner from the gaming sector interested in offering competition prizes, attending demonstration day and joining the judging panel for best game. The unit also seeks a partner willing to give a guest lecture. Industry partners will have the opportunity to talk with the best students and see what they are capable of, so that students can potentially join their internship programs.

Further information: **http://handbook.westernsydney.edu.au/hbook/unit.aspx?unit=300862.3**

Contact: **Dr. Anton Bogdanovych**

Web Systems Development

Web Systems Development teaches the web framework 'Microsoft ASP.NET Core' for developing web applications. It has a semester-long project which is to develop a comprehensive website involving databases. This website can be for any purposes such as online shopping, hotel booking, etc. This subject seeks an external partner interested in either proposing a concrete task for this semester-long project or sponsoring a prize for the top ranked project submission from students, or both.

Further information: **http://handbook.westernsydney.edu.au/hbook/unit.aspx?unit=300583.4**

Contact: **Dr. Weisheng Si** and **Balume Mburano**

Coming up...

- Summer (Dec 2021 – Feb 2022): Human-Computer Interaction
- Autumn (Mar 2022 - Jun 2022): Professional Experience, Human-Computer Interaction, 3D Modelling Fundamentals

Thank you & follow us on Facebook!

Follow us on Facebook

WESTERN SYDNEY
UNIVERSITY

Computer, Data and
Mathematical Sciences