Overview

Under the guidance of academic mentors and industry mentors, this course provides a vehicle for guided but independent group project work on an industry-provided brief. The learning and effort in the course is largely group-based, with group members ideally being drawn from different discipline areas. Students will develop their skills in critical thinking, problem definition, creative and systematic design, precise written and oral technical communication skills, and professional skills including communication, team organisation and coordination. The course allows students to undertake and make prototype design and construction as part of the final phase of The Maker Games.

This course runs over two consecutive terms (3 UoC per term) for a total of 6 UoC at the end. Students must enrol in and successfully complete both terms of the course to receive full course credit. Partial credits will not be given.
**Faculty**
Faculty of Engineering

**Study Level**
Undergraduate

**Offering Terms**
Term 2, Term 3

**Campus**
Kensington

**Indicative contact hours**
5

**Timetable**
Visit timetable website for details
Conditions for Enrolment

Pre-requisite: Completion of 66 UOC from an engineering degree
Fees

Commonwealth Supported Students   $596
Domestic Students              $2985
International Students         $2985

DISCLAIMER
Please note that the University reserves the right to vary student fees in line with relevant legislation. This fee information is provided as a guide and more specific information about fees, including fee policy, can be found on the fee website.

For advice about fees for courses with a fee displayed as "Not Applicable", including some Work Experience and UNSW Canberra at ADFA courses, please contact the relevant Faculty.

Where a Commonwealth Supported Students fee is displayed, it does not guarantee such places are available.
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

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