



DESN2000-SENG Engineering Design and Professional Practice

Course Outline
Term 2, 2022

Units of Credit 6
Contact hours 6 per week

Design is one of the critical foundations of engineering and a main component in creating value. A good engineer has complex technical skills, but also creative skills, project management and teamworking skills, and knowledge of professional ethical standards in design.

DESN2000 aims to further develop your skills in engineering design with a particular focus on the early stages, where innovative concepts are created in response to open-ended problems. These skills will be developed in the context of an engineering project, with a focus on three areas: (1) research techniques needed to understand design problems and discover concepts, (2) technical skills needed to build a concept, and (3) evaluation methods for evaluating the concept. Alongside the development of design skills, the course also aims to develop your readiness for professional practice by deepening your understanding and skills in effective project management, teamwork, and communication.

The course builds on the teamwork, communication, and project management skills introduced in ENGG1000/DESN1000. Skills learned in DESN2000 are further deepened in DESN3000, which will develop skills for managing design in commercial context.

Faculty Coordinators Prof Ilpo Koskinen
Arianna Vignati
Dr Nicholas Gilmore
Design Next, Kens J17 Lv5 Room 503
(direct all email to designnext@unsw.edu.au)

School Coordinator and Lecturer Dr Sasha Vassar (a.vassar@unsw.edu.au)
Room 217B, K17

Demonstrators Thomas Killingback (T11A, T16B)
Sesi Adams (T16C, H12B)
Manpreet Mondal (T16D, H12C)
Lauren Wood (T11B)
Aditya Kishore (T11C)



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INFORMATION ABOUT THE COURSE

Prerequisites and assumed knowledge

The pre-requisites for this course are ENGG1000 (Engineering Design & Innovation) and COMP1521 (Computer Systems Fundamentals) or COMP2521 (Data Structures and Algorithms). Students should have a good understanding of basic programming and basic computer architecture.

Relationship to other CSE courses

This is a 2nd year course in the School of Computer Science Engineering. It is a core subject for students following a BE (COMP) and (SENG) program. Students are expected to take personal responsibility for ensuring they complete the correct stream.

HANDBOOK DESCRIPTION

See link to virtual handbook:

<https://preview.handbook.unsw.edu.au/undergraduate/courses/2022/DESN2000/>

OBJECTIVES

This course will give students skills for creating innovative design concepts in the context of a software engineering project. Specifically, DESN2000 aims to further develop your skills in engineering design with a particular focus on the early stages, where innovative concepts are created in response to open-ended problems. These skills will be developed in the context of an engineering project, with a focus on three areas:

- (1) research techniques needed to understand design problems and discover concepts,
- (2) technical skills needed to build a concept, and
- (3) methods for evaluating the concept.

Alongside the development of design skills, the course also aims to develop your readiness for professional practice by deepening your understanding and skills in effective project management, teamwork, and communication.

This course combines generic design content with discipline-specific content. The common section focuses on mapping contextual information including human factors; analysis of the information; creative methods for translating the information into design concepts; communication of the information; and evaluation methods for analysing the validity of the design proposals.



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The course also develops discipline-specific skills. For Software Engineering students, this course focuses on the intersection of Agile Practices with four types of skills:

- 1) Requirements Elicitation
 - a) Develop an understanding of the process of requirements elicitation, analysis, and validation in a software engineering context
 - b) Develop a basic understanding of how to support requirements engineering activities within project lifecycle
 - c) Understand the different types of requirements writing processes, and how to develop acceptance criteria to test those requirements
- 2) Prototyping and UX/UI
 - a) Understand the role of UX/UI design in front end development
 - b) Ability to use prototyping tools to create high-fidelity prototypes
 - c) Develop a basic understanding of converting requirements to a visual prototype
- 3) Requirements validation
 - a) Understand usability testing techniques and apply them to prototype testing
 - b) Understand how acceptance criteria affects testing methods
 - c) Develop a basic understanding of testing activities within the project lifecycle
- 4) Accessibility and Ethics of Design
 - a) Understand how to include accessibility in your design considerations
 - b) Understand different testing tools for accessibility requirements

The course instructor and demonstrators will be there to guide you but may not have all the answers you are looking for. Fortunately, nowadays information and specialised resources are only a few typed questions away. You are strongly encouraged to look for solutions beyond the confinements of the course. After all, this is a real-world challenge, and you are an engineer!

This term you will take your engineering skills one step further as you solve a real-world challenge with the help of an even bigger and better team.

TEACHING STRATEGIES

The primary teaching vehicle of the course is an engineering project in which students learn to apply scientific, engineering, and user-centred knowledge to a design problem. Details of this project are provided in a separate *Project Brief*. In Week 11 (Thursday 11th August 2-4pm), we will hold a pitch-off to showcase some of our best project work.

Students will complete both individual and group work. For each hour of contact it is expected that you will put in at least 1.5 hours of private study. It is expected that groups meet outside of the scheduled times and progress their group project independently.



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Communication

This course uses both Moodle and Microsoft Teams as the portal for teaching and learning. It will be used for file sharing, virtual classrooms, announcements, and other communications. You are expected to check the platforms regularly. In the first instance, you are encouraged to ask questions after lectures. Otherwise, course discussions and questions take place on MS Teams. Your demonstrators and academic staff will actively monitor these posts. Please use replies and keep discussions in appropriate channels. If required, emails must be made from your student email address with DESN2000 in the subject line.

All class materials for 2022 T2 will be delivered online via MS Teams, with some aspects handled via Moodle. This includes the project brief, lecture notes, lab guides, workshop guides and assessment guides. You will be added to the DESN2000 Teams instance automatically. You'll find most documents in the following location:

Team: *DESN2000 SENG – 2022 T2* > **Channel:** *General* > **Tab:** *Files*

MS Teams may also be used for lecture recordings and virtual classrooms. Links are posted well in advance of scheduled times.

Lectures

You are expected to attend all lectures, which are all delivered online. These provide the backbone for your practical work in the workshops and your project.

Workshops

Software engineering specific workshops will be weekly (Week 1-5, 7-10) and are the primary means through which students work through their project and associated exercises aimed at developing understanding of the course materials. Demonstrators are available to provide guidance and support teams in their project development. Guides for these classes will be made available in MS Teams. A design specific workshop will be held weekly for the first five weeks in addition to your software engineering workshop, this workshop will introduce design thinking ideas and centre your project on the user.

The face-to-face workshops will be held in the allocated rooms on campus. The online workshops for remote students will be delivered remotely via MS Teams. You will find links to the online sessions on MS Teams in your class channel.



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EXPECTED LEARNING OUTCOMES

This course is designed to address the learning outcomes above and the corresponding Engineers Australia Stage 1 Competency Standards for Professional Engineers as shown. The full list of Stage 1 Competency Standards may be found in Appendix A.

Course Learning outcomes (CLO)		
#	Learning outcome description	EA stage 1 Competencies
1	Develop design concepts using standard methods to collect, assess and integrate end user, stakeholder and project requirements.	1.5, 2.1, 2.2, 2.3, 3.3
2	Validate the suitability of designs using standard technical methods, while considering end-user and stakeholder contexts.	1.5, 1.6, 2.1, 2.2, 2.3, 3.3
3	Implement disciplinary technical theory and skills pertinent to the design project.	1.3, 2.1, 2.2, 2.3
4	Contribute to the work of a team and collaborate on the design project, including the implementation of organisational and interpersonal tools.	2.4, 3.3, 3.4, 3.5, 3.6
5	Integrate project management techniques to plan, execute and complete an open-ended design project.	2.4, 3.4
6	Explain designs to various audiences using oral, written, and visual forms of professional and persuasive communication.	1.2



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COURSE PROGRAM

Class Topics and lecture schedule

Please check your myUNSW timetable for specific workshop times. If you will be attending these workshop sessions remotely, make sure to interact with your team during the session times via zoom or teams as if you were physically present in the workshop.

Date	Design component		Technical component	
	Lectures	Workshops	Lectures	Workshops/labs
Week 1	Introduction to concept design 1 hr Ilpo Koskinen	Design Sprint	Introduction/Introduction to the Project	Project Groups First brainstorm
Week 2	Research and analysis 1 hr Arianna Vignati	Planning user research and analysis	Requirements Elicitation and Validation	Personas and Scenarios Project Work
Week 3	Concept generation 1h Nick Gilmore	Problem statement and concept generation	PUBLIC HOLIDAY (No Lectures – video recordings with bonus content may be provided)	User Stories and Acceptance Criteria and Testing Project Work
Week 4	Prototyping and user testing 1h Arianna Vignati	Planning user testing	Prototyping Methods and Tools	Mapping your user stories Project Work
Week 5	Pitching 1h Shahe Momdjian	Storytelling by pitching	UX/UI and interface design principles	Prototyping Project Work
Week 6	<i>No new content or assignment submission during week 6 due to flexibility week.</i>			
Week 7			Visual Design and Hierarchy	Visual Design Exercises Project Work
Week 8			Accessibility and Ethics of Design	Accessibility Project Work



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Week 9			Data Collection and Usability Testing Methods	Usability Testing Project Work
Week 10			Ethics of data and time to work on your projects as a group	Teams: Presentations of 2 nd iteration of project. Demonstrators and class: Assessment of presentations Deadline to submit prototypes (physical) to demonstrators for testing.

ASSESSMENTS

Assessment Outline

	Item	Weight	CLO	Assessment criteria	Due date
Design 40%	Design Journal (👤)	Formative 20%	1-6	Refer to assessment guide	8 PM, July 1 st (Week 5)
	Design presentation (pitch) (👥)	Formative 20%	1-6	Refer to assessment guide	In-class (Week 10)
Technical 60%	Interim Report (👥) User research and framing the problem	Formative 10%	1-6	Refer to assessment guide	8 PM, June 17 th (Week 3)
	Preliminary Report (👥) Requirements, Preliminary Prototype	Formative 20%	1-6	Refer to assessment guide	8 PM, July 1 st (Week 5)
	Final Report (👥) Updated Requirements Accessibility Report Testing Report (at least 2 iterations) Final Prototype	Formative 30%	1-6	Refer to assessment guide	8 PM, August 12 th (Week 11)

(👤) individual assessment. (👥) group assessment.



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Details for each assessment are presented in separate assessment guides for each task. Individual contribution to group assessments will be evaluated via a team evaluation survey for each submission. Marks will be returned within 2 weeks of the submission due date.

RELEVANT RESOURCES

- van Rooijen, Annemiek et al. 2015. Delft Design Guide. BIS Publisher, Amsterdam. Second edition.
- Preece (2019), 5th ed., Interaction Design: Beyond Human-Computer Interaction. John Wiley & Sons
- Reinders, Angèle et al. 2012, [*The Power of Design: Product Innovation in Sustainable Energy Technologies*](#), Chichester, West Sussex, U.K. : John Wiley & Sons.
- Siegel, Neil G. 2019, [*Engineering project management*](#), Hoboken, NJ, USA, John Wiley and Sons, Incorporated.

DATES TO NOTE

Refer to MyUNSW for Important Dates available at: <https://student.unsw.edu.au/dates>

ASSESSMENT SUBMISSION AND MARKING CRITERIA

Refer to assessment guide.

PENALTIES

Work submitted late without an approved extension by the course coordinator or delegated authority is subject to a late penalty of 5 percent (5%) of the maximum mark possible for that assessment item, per calendar day.

The late penalty is applied per calendar day (including weekends and public holidays) that the assessment is overdue. There is no pro-rata of the late penalty for submissions made part way through a day.

Work submitted after the 'deadline for absolute fail' is not accepted and a mark of zero will be awarded for that assessment item.

For some assessment items, a late penalty may not be appropriate. These are clearly indicated in the course outline, and such assessments receive a mark of zero if not completed by the specified date. Examples include:

1. Weekly online tests or laboratory work worth a small proportion of the subject mark, or
2. Online quizzes where answers are released to students on completion, or
3. Professional assessment tasks, where the intention is to create an authentic assessment that has an absolute submission date, or



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4. Pass/Fail assessment tasks.

EXAMINATIONS

There is no mid-term or final examination in this course.

SPECIAL CONSIDERATION & SUPPLEMENTARY EXAMINATION

If you have experienced an illness or misadventure beyond your control that will interfere with your assessment performance, you are eligible to apply for Special Consideration prior to submitting an assessment or sitting an exam.

UNSW now has a Fit to Sit / Submit rule, which means that if you attempt an exam or submit a piece of assessment, you are declaring yourself fit enough to do so and cannot later apply for Special Consideration.

For details of applying for Special Consideration and conditions for the award of supplementary assessment, please see the information on UNSW's Special Consideration page: <https://www.student.unsw.edu.au/special-consideration>.

ACADEMIC HONESTY AND PLAGIARISM

UNSW has an ongoing commitment to fostering a culture of learning informed by academic integrity. All UNSW students have a responsibility to adhere to this principle of academic integrity. Plagiarism undermines academic integrity and is not tolerated at UNSW. Plagiarism at UNSW is defined as using the words or ideas of others and passing them off as your own.

Plagiarism is a type of intellectual theft. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement. UNSW has produced a website with a wealth of resources to support students to understand and avoid plagiarism, visit: <https://student.unsw.edu.au/plagiarism>.

The Learning Centre assists students with understanding academic integrity and how not to plagiarise. They also hold workshops and can help students one-on-one.

You are also reminded that careful time management is an important part of study and one of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and the proper referencing of sources in preparing all assessment tasks.

If plagiarism is found in your work when you are in first year, your lecturer will offer you assistance to improve your academic skills. They may ask you to look at some online resources, attend the Learning Centre, or sometimes resubmit your work with the problem fixed. However more serious instances in first year, such as stealing another student's work or paying someone to do your work, may be investigated under the Student Misconduct Procedures.



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Repeated plagiarism (even in first year), plagiarism after first year, or serious instances, may also be investigated under the Student Misconduct Procedures. The penalties under the procedures can include a reduction in marks, failing a course or for the most serious matters (like plagiarism in an honours thesis) even suspension from the university. The Student Misconduct Procedures are available here:

<http://www.gs.unsw.edu.au/policy/documents/studentmisconductprocedures.pdf>

CREDIT POINTS

Course credit is calculated in Units-Of-Credit (UOC). The normal workload expectation for one UOC is approximately 25 hours per term. This includes class contact hours, private study, other learning activities, preparation and time spent on all assessable work.

Most coursework courses at UNSW are 6 UOC and involve an estimated 150 hours to complete, for both regular and intensive terms. Each course includes a prescribed number of hours per week (h/w) of scheduled face-to-face and/or online contact. Any additional time beyond the prescribed contact hours should be spent in making sure that you understand the lecture material, completing the set assignments, further reading, and revising for any examinations.

GENERAL CONDUCT & BEHAVIOUR

Consideration and respect for the needs of your fellow students and teaching staff is an expectation. Conduct which unduly disrupts or interferes with a class is not acceptable and students may be asked to leave the class.

HEALTH, SAFETY & ON-CAMPUS CLASS ATTENDANCE

Physical distancing conditions must be followed for all face-to-face classes. To ensure this, only students enrolled in those classes will be allowed in the room. No over-enrolment is allowed in face-to-face classes. Students enrolled in online classes can swap their enrolment from online to a limited number of on-campus classes by Sunday, Week 1 on a first come first serve basis.

Due to the COVID-19 pandemic, circumstance may change very quickly. Please refer to your course's Microsoft Teams and Moodle sites for more up-to-date information about class attendance for in-person and online classes. Your health and the health of those in your class is critically important. You must stay at home if you are sick or have been advised to self-isolate by NSW health or government authorities. Current alerts and a list of hotspots can be found on NSW Health's website.

You will not be penalised for missing a face-to-face activity due to illness or a requirement to self-isolate. We will work with you to ensure continuity of learning during your isolation and have plans in place for you to catch up on any content or learning activities you may miss. Where



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this might not be possible, an application for fee remission may be discussed with the course coordinator. In certain classroom and laboratory situations where physical distancing cannot be maintained or there is a high risk that it cannot be maintained, face masks will be considered **mandatory PPE** for students and staff.

For more information, please refer to: <https://www.covid-19.unsw.edu.au/safe-return-campus-faqs>

COURSE IMPROVEMENT

This course is under constant revision to improve the learning outcomes for all students. Please forward any feedback (positive or negative) on the course to the course convener or via the online student survey myExperience. You can also provide feedback to your student society who will raise your concerns at student focus group meetings. As a result of previous feedback obtained for this course and in our efforts to provide a rich and meaningful learning experience, we have continued to evaluate and modify our delivery and assessment methods including updated lecture notes, workshops, blended learning resources, in-class demonstrations, and industry guest lectures.

ADMINISTRATIVE MATTERS AND LINKS

All students are expected to read and be familiar with UNSW guidelines and policies. In particular, students should be familiar with the following:

- [Attendance](#)
- [UNSW Email Address](#)
- [Special Consideration](#)
- [Exams](#)
- [Approved Calculators](#)
- [Academic Honesty and Plagiarism](#)
- [Moodle](#)
- [Faculty Transitional Arrangements for COVID-19](#)
- [UNSW Timetable](#)
- [UNSW Handbook](#)
- [Equitable Learning Services](#)

EQUITY AND DIVERSITY

Those students who have a disability that requires some adjustment in their teaching or learning environment are encouraged to discuss their study needs with the course convener prior to, or at the commencement of, their course, or with the Equity Officer (Disability) in the Equitable Learning Services. Issues to be discussed may include access to materials, signers or note-



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takers, the provision of services and additional exam and assessment arrangements. Early notification is essential to enable any necessary adjustments to be made.

CRICOS

CRICOS Provider Code: 00098G 🦁

ACKNOWLEDGEMENT OF COUNTRY

We acknowledge the Bedegal people who are the traditional custodians of the lands on which UNSW Kensington campus is located.



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APPENDIX

Appendix A: UNSW Graduate Capabilities

The course delivery methods and course content directly or indirectly addresses a number of core UNSW graduate capabilities, as follows:

- Developing scholars who have a deep understanding of their discipline, through lectures and solution of analytical problems in tutorials and assessed by assignments and written examinations.
- Developing rigorous analysis, critique, and reflection, and ability to apply knowledge and skills to solving problems. These will be achieved by the laboratory experiments and interactive checkpoint assessments and lab exams during the labs.
- Developing capable independent and collaborative enquiry, through a series of tutorials spanning the duration of the course.
- Developing digital and information literacy and lifelong learning skills through assignment work.

Appendix B: Engineers Australia (EA) Competencies

Stage 1 Competencies for Professional Engineers

	Program Intended Learning Outcomes
PE1: Knowledge and Skill Base	PE1.1 Comprehensive, theory-based understanding of underpinning fundamentals
	PE1.2 Conceptual understanding of underpinning maths, analysis, statistics, computing
	PE1.3 In-depth understanding of specialist bodies of Knowledge
	PE1.4 Discernment of knowledge development and research directions
	PE1.5 knowledge of engineering design practice
	PE1.6 Understanding of scope, principles, norms, accountabilities of sustainable engineering practice
PE2: Engineering Application Ability	PE2.1 Application of established engineering methods to complex problem solving
	PE2.2 Fluent application of engineering techniques, tools and resources
	PE2.3 Application of systematic engineering synthesis and design processes
	PE2.4 Application of systematic approaches to the conduct and management of engineering projects
PE3: Professional	PE3.1 Ethical conduct and professional accountability



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and Personal Attributes

PE3.2 Effective oral and written communication (professional and lay domains)

PE3.3 Creative, innovative and pro-active demeanour

PE3.4 Professional use and management of information

PE3.5 Orderly management of self, and professional conduct

PE3.6 Effective team membership and team leadership