

## Course Syllabus Spring 2019

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**Instructor:** Yolanda Reimer

**Office location:** SS 416

**Office hours:** Wed 11am-1pm; Thurs 12:30-1:30pm or by appt

**Email:** [reimer@cs.umt.edu](mailto:reimer@cs.umt.edu)

**Text:** There is no required textbook for this class. Readings will be assigned from various resources throughout the semester.

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### Course Description

This class is a continuation of your senior CS capstone experience. It provides the opportunity for you to coalesce the technical skills you have acquired during your time in our program, but also to develop additional crucial skills like project management, leadership, professionalism, communication, and team building. This semester, you will continue work on your group project, focusing on implementation and testing. You will also continue to work with and report to your client throughout the semester. At the end of the semester, you will make a formal presentation of the software you developed.

### (ABET) Student Learning Outcomes

Upon successful completion of this class, students should have an ability to:

1. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
2. Communicate effectively in a variety of professional contexts.
3. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.

### Prerequisites

The prerequisite for this class is CSCI 426, or consent of the instructor. Prerequisites will be waived only under exceptional circumstance.

**Course Evaluation:** Your grade for the course will be determined by the following elements. Some of these elements are individually-based, and others are group-based. For group-based items, all team members will receive the same grade unless I learn that some are not contributing equally. In those cases, I reserve the right to downgrade certain team members.

#### ***[team grade] Status reports/updates: (10%)***

These will happen frequently throughout the semester. You will meet with the class instructor to present a formal update on team progress. All group members must be present for these status updates. If you are absent, you will receive a zero for that update.

#### ***[individual grade] Class attendance: (10%)***

While there will be class periods where I present and we discuss topical materials in a more traditional format, there will also be many other periods dedicated to status updates, group work, and client

meetings. Students are expected to attend all class periods. Attendance will be taken and it will count substantially towards your final grade. If you are late for class, attendance points will be deducted. You shouldn't be late for, or miss, a meeting with the client, so don't be late for, or miss, a meeting with the class.

***[individual grade] Class engagement: (15%)***

Your interest and engagement in whatever is going on in-class at any given time will be assessed by me, the instructor, over the course of the semester and will count substantially towards your final grade. Sleeping in class, yawning repeatedly in class, looking at your phone, or engaging in activities other than what the group is doing during meeting time all constitute a low level of class engagement and will detract significantly from your final grade. On the other hand, following along, looking alert, asking questions, offering opinions, contributing to discussions, etc., are all activities that indicate a high level of class engagement and thus will positively impact your final grade.

***[team grade] Written Project Documentation: (30%)***

Throughout the semester, your team will be required to submit various projects deliverables. All such deliverables will be stored and saved in your group 3-ring binder.

***[team grade] Client Evaluation: (10%)***

Two or three times throughout the semester, I will ask your client(s) to evaluate your team.

***[team grade] Final Software Deliverable: (15%)***

This grade will be assigned by the instructor, in conjunction with your client. It will be based on the quality, completeness, and complexity of the final software as delivered.

***[team grade] Final Presentation & Binder: (10%)***

At the end of the semester, your team will give a formal presentation to the rest of the class, clients, industry professionals, and other professors.

## **Academic Dishonesty**

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at <http://www.umt.edu/vpesa/Dean%20of%20Students/default.php>

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## **Additional class policies and information:**

- If you miss a class, you and you alone are responsible for the material covered. This includes handouts, schedule changes, and lecture notes.
- For important dates and deadlines related to classes, visit:  
<http://catalog.umt.edu/academics/policies-procedures>
- Also in the University catalog, review the policy on **incompletes**. In particular, note that incompletes can only be assigned when the student has "been in attendance and doing passing work up to three weeks before the end of the semester." Incompletes will not be issued simply to prevent a failing grade.
- Students with disabilities will receive reasonable modifications in this course. Your responsibilities are to request them from me with sufficient advance notice, and to be prepared to provide verification of disability and its impact from Disability Services for Students. Please speak with me after class or during my office hours to discuss the details. For more information, visit the Disability Services for Students website at <http://www.umt.edu/disability>.

Questions? Email [reimer@cs.umt.edu](mailto:reimer@cs.umt.edu)