



COURSE SYLLABUS

COM 495 – SOFTWARE DEVELOPMENT INTERNSHIP

COURSE DESCRIPTION

The student will be employed by a local business/organization to apply the knowledge, practice the skills, and display the attitudes developed during the course of study for the respective student's degree. The focus of this course is on the development/execution of a real world project.

GENERAL COURSE INFORMATION

Number of Credits/Units	4
Course Length in Weeks	10
# Hours Practicum	120
Prerequisites	None
Course Developer(s)	S. Norton, MFA / J. Ramos, MBA
Date Approved / Last Reviewed	March 2012 / August 2014
Syllabus Version	SYGDD493

LEARNING OUTCOMES

Upon successful completion of the course, students will be able to:

- ☒ Discuss and apply concepts, procedures, and issues pertaining to project development and execution.
- ☒ Evaluate proposed project for viability.
- ☒ Analyze requirements and design solution.
- ☒ Define requirements for implementing successful project.
- ☒ Deliver completed project to defined project specifications.

INSTRUCTIONAL METHODS EMPLOYED IN THIS COURSE

A number of instructional/learning methods are employed in this course, including the following:

- Students will encounter various methods of instruction as determined by the employer and faculty advisor.
- Build on prior learning of students to enhance richness of class activities.

INFORMATION RESOURCES FOR THIS COURSE

As provided by employer

COURSE OUTLINE

WEEK	TOPIC	READING	PROJECT
1	Client Meeting / Introduction Envisioning Phase / Discovery (Analysis & Design)	Materials as required by specific project.	Project Journal Discovery Documents
2	Envisioning Phase / Discovery & Exploration (Analysis & Design)	Materials as required by specific project.	Project Journal Discovery Documents
3	Envisioning Phase / Exploration (Design)	Materials as required by specific project.	Project Journal Proposal
4	Development Phase / Exploration & Refinement (Design)	Materials as required by specific project.	Project Journal Proposal(20)
5	Development Phase / Refinement (Design)	Materials as required by specific project.	Project Journal Wireframes / Mock ups
6	Development Phase / Refinement & Production (Implementation)	Materials as required by specific project.	Project Journal Wireframes / Mock ups(20)
7	Development Phase / Production (Implementation)	Materials as required by specific project.	Project Journal Working Website
8	Development Phase / Production & Implementation (Implementation)	Materials as required by specific project.	Project Journal Working Website
9	Development Phase / Launch (Implementation)	Materials as required by specific project.	Project Journal(10) Live Website
10	Development Phase / Launch & Maintenance (Maintenance) Project Completion & Delivery Hand off for continued maintenance.	Materials as required by specific project.	Lessons Learned Paper (10) Live Website(40)

Your Grades for this Course

Your final grade for this course will be based on an assessment by the Instructor of your performance on a number of course activities, which may include objective tests, classroom exercises, laboratory demonstrations, project papers, or other types of activities. The chart below indicates in what activities you will engage, how many possible points can be earned for each activity, and the percentage of your final grade that will be accounted for by each activity.

Students in this course should be graded following Coleman University assessment practices and policies. A point system is used in the University to indicate student performance on various required activities or projects. For this course, it is recommended that points be distributed as follows:

Coleman University Grade Assignment Policy:

Percent	Letter Grade	Grade Points
94-100	A	4
90-93	A-	3.67
87-89	B+	3.33
84-86	B	3
80-83	B-	2.67
77-79	C+	2.33
74-76	C	2
70-73	C-	1.67
67-69	D+	1.33
64-66	D	1
60-63	D-	0.67
N/A	INC	0
N/A	W	0
60 or above	CR	0
59 or below	NC	0
N/A	I	0
N/A	W	0
N/A	AU	0
N/A	TR	0
N/A	WV	0

Legend	
CR = Credit	NC = No Credit

I = Incomplete	W = Course Withdrawal
AU = Audit	TR = Transfer Credit
WV = Waiver	

Academic Accommodation / Adjustment Policy:

In accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), Coleman University offers accommodations to students with documented physical, psychological, and/or cognitive disabilities. Coleman University will adhere to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to offer equal educational opportunities to qualified disabled individuals.

To qualify for an academic accommodation under ADA, the student must provide adequate documentation of a disability. Students seeking academic accommodations should contact the campus ADA Coordinator at 858-966-3953 or via email at ada@coleman.edu. The ADA Coordinator will review the documentation provided and verify ADA coverage. Students covered under ADA must meet with the ADA Coordinator at the beginning of every term to determine the appropriate academic accommodations. Failing to meet with the ADA Coordinator at the beginning of every term may impact the availability of accommodations.

After the academic accommodations have been determined, the students' instructors will be notified by the ADA Coordinator. If any problems or concerns regarding the provision of accommodations occur, the student must inform the ADA Coordinator. If the student feels accommodation is not being made appropriately, the student may follow the published Student Grievance Procedures.