San José State University
College of Engineering/Computer Engineering Department
CMPE 295B, Masters Project II, All Sections, Fall 2017

Course and Contact Information

Professors	Name	Office	Email
	Dan Harkey	ENG 283D	Dan.Harkey@sjsu.edu
Office Hours	See http://cmpe.sjsu.edu/content/office-hours		
Schedule	Fridays, 6:00-8:45 pm (see class schedule)		
Rooms	See Class Schedule. **The first class meeting will be on Friday, August 25, 2017 <u>from 8:30-9:30 pm</u> in SCI 142.**		
Prereqs	Please refer to https://cmpe.sjsu.edu/masters-project		

Course Description

Completion of an in-depth project to achieve the program outcomes and satisfy the cumulating experience; write a detailed project report; make a comprehensive presentation and demonstration.

Prerequisites

You must have an approved Degree Candidacy and completed CMPE 295A. In other words, a student must meet all following four conditions:
1.   Satisfactorily completed CMPE 295A
2.   Overall SJSU GPA is at least 3.0
3.   SJSU-approved Candidacy Form
4.   Satisfied the Graduate Writing Assessment Requirement (GWAR)

MS in Computer/Software Engineering Program Outcomes (PO)

	Description
PO 1	Be able to demonstrate an understanding of advanced knowledge of the practice of computer/software engineering, from vision to analysis, design, validation and deployment.
PO 2	Be able to tackle complex engineering problems and tasks, using contemporary engineering principles, methodologies and tools.
PO 3	Be able to demonstrate leadership and the ability to participate in teamwork in an environment with different disciplines of engineering, science and business.
PO 4	Be aware of ethical, economic and environmental implications of their work, as appropriate.
PO 5	Be able to advance successfully in the engineering profession, and sustain a process of life-long learning in engineer or other professional areas.
PO 6	Be able to communicate effectively, in both oral and written forms.

Course Learning Objectives (CLO)

	Description
CLO 1	Demonstrated advanced knowledge of the practice of computer/software engineering, from requirements, analysis, design, implementation and testing.
CLO 2	Demonstrated capability to solve complex computer/software engineering problems and tasks, using contemporary engineering principles, methodologies
CLO 3	Demonstrated leadership and capability to participate in teamwork in an environment with different disciplines of engineering, science and business, as
CLO 4	Demonstrated effective communication skills of software or hardware subjects, in both oral and written forms.

Course Learning Objectives Support Program Outcomes Matrix

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6
CLO 1	295A **295B**					
CLO 2		295A **295B**				
CLO 3			295A **295B**			
CLO 4				295A		
CLO 5					295A	
CLO 6						**295B**

Textbooks
- No Required Textbook
- All course materials will be posted at Canvas
- Publication Manual of the American Psychological Association. Sixth edition 2009 ISBN 1-43380-561-8.

Canvas
- Canvas will be used for lecture notes and other class materials, class activities, on-line discussions, a drop box for assignment submittal, rubrics/grading of assignments, and a plagiarism detection mechanism.
- You must actively check and follow the postings of this site.

Project Committee
- The supervision of each project is under a project committee.
- A project committee consists of three members: two instructors and a project advisor.

Project Advisor Respossibilities
- Assists the students to develop a sound project
- Meets with students regularly to
o   Mentor the technical challenge of the project
o   Monitor the progress of the project
o   Ensure the quality of the project reports
o   Review project report
- Attends project presentation
- Provide assessment data and input to final grade

Student Responsibilities
- A student must be familiar with Canvas functions.
- A student must actively access and follow all postings on Canvas class site.

- A student must attend all lectures and activities as described in the Course Schedule section and Canvas.
- A student must complete all individual deliverables in a timely manner as described in the Course Schedule section and Canvas
- Each team must complete all team-oriented deliverables in a timely manner as described in the Course Schedule section and Canvas.
- Each team must deliver this syllabus to the project advisor.

Project Reports
- These are team-based deliverables.
- Each deliverable must conform to a required template posted at Canvas.
- Each team is required to submit hardcopy and/or softcopy deliverables as described in Collaborative Work

Some of the work in the class is done in groups. The names of all contributors on any project component that is submitted and that is the result of collaborative efforts must identify precisely who contributed what.

Policy on Due Dates

Late assignments and reports are not acceptable. The grade of any late report or assignment will be assessed a 25% penalty.

Grading
- Grades are based on
  o The technical challenge of the project
  o The progress of the project
  o The quality of the reports
  o The participation in class discussions and presentations
  o Individual participation in the project
- The grading is letter grade (ABCDF). The letter grade will be assigned based on a curve.
- Each assignment has rubrics defined in Canvas. The rubrics define the total points assigned for each assignment

Report Advisor Signature

It is the students' responsibility to secure the required advisor signature your project report prior to the Project Exposition. You cannot attend the Project Expo and complete the course if you do not have your advisor's signature on your project report.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/"

In particular, all students must carefully understand and follow the university policies for academic integrity as defined in the document F15-7, University Policy, Academic Integrity found at http://www.sjsu.edu/studentconduct/docs/Academic%20Integrity%20Policy%20F15-7.pdf.

CMPE 295B / Masters Project II, Fall 2017, Course Schedule

Course Schedule

Week	Date	Meetings, Lectures, Assignments, Presentations
1	Fri, Aug 24	**Lecture:** Class, Project, Assignment Overview
2	Fri, Sep 1	**No Class Meeting:** Meet with your advisor
3	Fri, Sep 8	**No Class Meeting:** **Canvas Assignment:** Submit project status report (group)
4	Fri, Sep 15	**No Class Meeting:** Meet with your advisor
5	Fri, Sep 22	**No Class Meeting:** Meet with your advisor
6	Fri, Sep 29	**No Class Meeting:** Meet with your advisor
7	Fri, Oct 6	**No Class Meeting:** Meet with your advisor
8	Fri, Oct 13	**No Class Meeting:** Meet with your advisor
9	Fri, Oct 20	**No Class Meeting:** Meet with your advisor **Canvas Assignment:** Submit Detailed Project Report Outline (group)
10	Fri, Oct 27	**No Class Meeting:** Meet with your advisor
11	Fri, Nov 3	**No Class Meeting:** Meet with your advisor
12	Fri, Nov 10	**No Class Meeting:** **Canvas Assignment:** Submit draft project report (group), Verify Project Details (individual)
13	Fri, Nov 17	**No Class Meeting:** **Team:** Meet with project advisor, Present Project/Demo, Discuss Project Report
	Fri, Nov 24	**No Class Meeting: Thanksgiving Holiday**
14	Fri, Dec 1	**No Class Meeting:** Meet with your advisor
15	Fri, Dec 8	**No Class Meeting:** **Canvas Assignment:** Submit Final Project Report to Canvas, Submit Project Presentation and Project Artifacts, Submit Expo Presentation (group), Submit Project Contribution report (individual)
16	Tue, Dec 12	**Attend:** Project Expo (1-4 pm), Location: Student Union Ballroom. **Attendance is mandatory.** **Team:** Present at Project Exposition. Submit **signed and bound** hardcopy of final project report at the **project exposition**. The report binding must follow instructions specified on the Canvas portal.