A Student Project Experience: A Virtual Campus Tour

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**ABSTRACT**

This paper describes a class project combining web technology, communications, and graphic design to produce a virtual campus tour. This project combined interdisciplinary learning, modern web technology, and service to the institution. We believe that this serves as a case study in putting Computer Science into a larger context, allowing students to collaborate with outsiders that have expertise in a variety of areas. This project was “just right” in a number of ways: it was doable in a single semester, it surpassed the capabilities of an existing expensive software system, and could be implemented in a stand-alone manner.

**INTRODUCTION**

Talk about the difficulty in providing students with a realistic software development experience. Cite some SIGCSE papers here. Stress the importance of interactions with people outside of the Computer Science community. Motivate students by working on a project that can go live and is important to the institution.

Talk about client side web programming and the Javascript software development process.

**Background**

Talk about the old tour and its deficiencies. Mention the cost of the old tour ($20,000 / year).

**Project Goals**

Design goals of the tour:

1. Incorporate the institutions marketing message into the tour
2. Create a tour that uses a variety of media to “tell the story” of the institution, including information about the location, the community, the surrounding area.
3. The tour should be personalized – information should come from student voices
4. The tour must work on most devices – from phones to full sized screens

**METHODOLOGY**

Steps in creating the project:

1. Investigation of current Javascript technologies
2. Investigation of existing campus tours
3. Decision to put the logic at the client side
4. Coding of separate parts
5. Integration and testing
6. Use of meta-programming to customize the project and avoid using a remote database
7. Presentation to the cabinet and funding

Key technologies:

1. Javascript development environments – talk about browser-based development
2. Javascript libraries
3. Source code control (git)

**RESULTS**

Describe the basic engineering of the system. Don’t go too deep into specifics – no need for massive code dumps.

1. Talk about the basic structure of the project: a single html file with javascript support that implements a state machine.
2. Talk about the layout of the screen and how the different objects are integrated.
3. Talk about the data underlying the tour and the classes that represent it.
4. Talk about different roles that students had during development.

**FUTURE WORK**

Talk about current work on this project: adding analytics, working with marketing add and evaluate content, adding a call to action. Point out that this is a continuing opportunity for student employment.

**CONCLUSIONS**

Talk about the

Status and future work.

**REFERENCES**

[1] Something about the web as a communications medium

[2] Something about the shift from server based to client based web logic

[3] Something about selecting good projects for students

[4] Something about student collaboration on an interdisciplinary project

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[2] Gray, I. M., Hyde, D. R., Jekyll, M. R., NP-complete problems with no known optimal solutions, *Proceedings of the First Conference on Hard, Hard Problems*, 1 (1), 100-799, 1999.

[3] More, N. O., *Handbook of Known Solutions to the Traveling Salesman Problem*, Amarillo, TX: Big House Publishing, 2000.