Republic of the Philippines
SULTAN KUDARAT STATE UNIVERSITY
Isulan, Sultan Kudarat
College of Computer Studies
2nd Semester SY 2024 - 2025

UNIVERSITY VISION

A trailblazer in arts, science and technology in the region.

UNIVERSITY MISSION

The University shall primarily provide advance instruction and professional training in science and technology, agriculture, fisheries, education and other related field of study. It shall undertake research and extension services, and provide progressive leadership in its area of specialization.

UNIVERSITY GOAL

To produce graduates with excellence and dignity in arts, science and technology.

UNIVERSITY OBJECTIVES

a. Enhance competency development, commitment, professionalism, unity and true spirit of service for public accountability, transparency and delivery of quality services;
b. Provide relevant programs and professional trainings that will respond to the development needs of the region;
c. Strengthen local and international collaborations and partnerships for borderless programs;
d. Develop a research culture among faculty and students;
e. Develop and promote environmentally-sound and market-driven knowledge and technologies at par with international standards;
f. Promote research-based information and technologies for sustainable development;
g. Enhance resource generation and mobilization to sustain financial viability of the university.

Program Objectives and its Relationship to University Objectives:

PROGRAM OBJECTIVES (PO)	UNIVERSITY OBJECTIVES						
A graduate of BS in Information Technology can:	a	b	c	d	E	f	g
a. innovate technological concepts and ideas underpinning desired IT solutions;	/	/	/	/	/	/	/
b. administer competently the computer networks, systems development, software applications, hardware and maintenance;	/	/	/	/	/	/	/
c. design industry-based applications, infrastructures and technologies that will promote the advancement and development of the community;	/	/	/	/	/	/	/
d. Adopt to various national and international industries standards in the practice of the profession; and	/	/	/	/	/	/	/
e. demonstrate professionalism in the social, environmental and legal aspects of information technology.	/	/	/	/	/	/	/

1. Course Code: **IT 425**
2. Course Title: **Capstone Project 2**
3. Prerequisite: **Capstone Project 1 (IT 415)**
4. Credits: **3 UNITS (Lecture: 1 hr/wk, Lab: 4 hrs/wk)**

5. Course Description:

Capstone Project 2 is the final phase of a two-part project-based course that requires students to develop, implement, and present a functional information system or application based on the approved proposal from Capstone Project 1. The course emphasizes software engineering practices, documentation, user testing, and final system deployment. It culminates in a project defense and public presentation.

6. Course Learning Outcomes and Relationships to Program Objectives

Course Learning Outcomes	Program Objectives				
At the end of the semester, the students can:	a	b	c	d	e
a. Implement the approved project plan using appropriate tools and technologies	/	/	/	/	/
b. Apply software engineering principles and practices to manage the development process	/	/	/	/	/
c. Demonstrate effective team collaboration and project managements	/	/	/	/	/
d. Conduct testing and quality assurance with end-users	/	/	/	/	/
e. Prepare complete system documentation including user manual and technical documents	/	/	/	/	/
f. Communicate project goals, processes, and outcomes through oral and written presentations	/	/	/	/	/
g. Defend the project and respond to feedback from panel and stakeholders	/	/	/	/	/

7. Course Content

Course Objectives, Topics, Time Allotment	Desired Student Learning Outcomes	Outcomes-Based Assessment (OBA) Activities	Evidence of Outcomes	Course Learning Outcomes	Program Objectives	Values Integration
TOPIC 1: SKSU VMGO, CLASSROOM POLICIES, COURSE OVERVIEW, COURSE REQUIREMENTS, GRADING SYSTEM (1 hour)						
1. Discuss the VMGO of the university, classroom and computer laboratory policies, scope of the course, course requirements and grading system	1.1 Student can be aware of and appreciate of the university's VMGO, classroom and computer laboratory policies, course overview, requirements and grading system.	Individual participation by way of asking clarification on VMGO, classroom	Teacher-student interaction	j, k	d,e	Value of appreciation

		policies and requirements, and grading system if deemed necessary				

Week 1: Course Orientation, Review of Proposal	Understand deliverables and expectations	Initial consultation	Consultation log	a	a, b	Commitment, Responsibility
Week 2–4: System Development	Implement core features	Weekly progress check	Codebase, progress report	a, b	a, b, c	Creativity, Diligence
Week 5–6: Project Management & Collaboration	Use project tools, assign roles	Project tracking	Gantt charts, Task board	c	b, c, e	Teamwork, Leadership
Week 7–9: Testing and Debugging	Perform tests, validate features	Test cases, Bug reports	QA checklist, test report	d	a, b, d	Accuracy, Integrity
Week 10–11: Documentation	Complete system, user, technical docs	Submission of documentation	Document binder	e	a, b, d	Clarity, Organization
Week 12: Pre-Defense	Prepare for defense	Mock defense	Slide deck, feedback forms	f	a, c, e	Confidence, Communication

Week 13: Final Defense	Present and justify solution	Oral defense	Panel evaluation	g	a, d, e	Resilience, Professionalism
Week 14: Project Deployment	Deploy project for use	Deployment verification	Deployment record	a, d	a, b, c	Responsibility, Service
Week 15–16: Final Revisions and Public Presentation	Final polishing and showcase	Project exhibit	Video presentation, poster	f, g	a, d, e	Excellence, Pride

Lectures	36	hours
Laboratory	54	hours
Examination	4	hours

8. Course Evaluation

Course Requirements:

Weekly Consultations
Progress Reports
Functional System
Final Documentation
Final Defense and Presentation

Grading System:

Project Implementation: 30%
Documentation: 20%
Defense & Presentation: 30%
Attendance & Participation: 10%
Peer & Instructor Evaluation: 10%
Total: 100%

Schedule of Evaluation:

Midterm: Progress Defense
Final Term: Final Defense & Public Presentation
End of Classes: TBD

9. References

Pressman, R. S., & Maxim, B. R. (2014). *Software Engineering: A Practitioner's Approach*. McGraw-Hill Education.
Sommerville, I. (2016). *Software Engineering (10th ed.)*. Pearson Education.

Supplemental:

https://www.trello.com/
https://www.github.com/
https://lucidchart.com/

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