



WEEKLY SCHEDULE WINTER 2026

CST8515 – Applied Research Project II

Section 010 – Synchronous

Computer Programming and Analysis - Level 6

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Learning Resources

Recommended Resources:

- **Agile Development Specialization** by University of Virginia
 - Available for free on Coursera: [Agile Development Specialization](#)
- **GitHub Documentation**
 - Comprehensive tutorials on version control and collaboration: [GitHub Docs](#).
- **Software Testing Fundamentals**
 - Free access to software testing concepts: [Software Testing Tutorial \(guru99.com\)](#)

Evaluation Breakdown

Assessment	Due Date and Time	Value	CLRs
Weekly Scrum Participation & Retrospectives	Starting from Week 2 ongoing till Week 14. Teams to schedule same time each week	5%	1, 2, 3, 8, 10
Project Scope and Planning Report	Week 2 - Jan 19 @ 11:59 PM	10%	1, 5
Release 1 Progress Report	Week 6 - Feb 16 @ 11:59 PM	10%	3, 4, 5
Release 1 Presentation	Week 7 In-Class	15%	4, 7
Final Project Report	Week 12 – March 30 @ 11:59 PM	15%	3, 4, 5
Comprehensive Project Impact & Collaboration Report	Week 13 - April 6 @ 11:59 PM	15%	2, 5, 6, 8, 9, 10
Final Presentation	Week 14 In-Class	25%	6, 7, 9
Reflective Journal	Week 14 - April 13 @ 11:59 PM	5%	5, 8, 10

Learning Schedule

LEARNING SCHEDULE IS SUBJECT TO CHANGE WITH NOTIFICATION

Date	Weekly Theme and Learning Outcomes	Learning Activities	Assessments (%) Due Date	Resources	CLRs
Week 1 Jan 12	Course Overview, Introduction to Agile and Scrum, Setting Expectations. Gain an understanding of course structure, key Agile concepts, Scrum roles, and the project development cycle.	Overview of course requirements and expectations Sprint 1: Team formation, introduction to Agile tools (JIRA, Trello), and project setup.		All resources provided on Brightspace	1, 2, 3, 8, 10
Week 2 Jan 19	Fundamentals of project planning and communication. Learn strategies for effective project planning and managing communication between stakeholders.	Sprint 1: Project planning, stakeholder communication, and Scrum attendance.	Project Scope & Planning Report (10%) - Jan 19 @ 11:59 PM	All resources provided on Brightspace	1, 5
Week 3 Jan 26	Debugging, testing, and validation in Agile. Explore testing methodologies and strategies to ensure project compliance with client expectations.	Sprint 1: Testing and debugging, developing a working solution, Scrum attendance.		All resources provided on Brightspace	3, 4, 9
Week 4 Feb 2	Retrospectives and continuous improvement in Agile. Understand how retrospectives drive continuous improvement and refine team collaboration.	Sprint 1: Retrospective review, bug fixing, and Scrum attendance.		All resources provided on Brightspace	1, 3, 5
Week 5 Feb 9	Managing stakeholder expectations and scope creep. Learn how to manage project changes and stakeholder needs effectively.	Sprint 2: Stakeholder communication, solution refinement, and Scrum attendance.		All resources provided on Brightspace	1, 5
Week 6 Feb 16	<i>*The College is closed Monday, Feb 16 for Family Day</i> Advanced testing techniques. Delve deeper into testing and validating software systems to meet industry standards.	Sprint 2: Testing, bug fixing, and Scrum attendance.	Release 1 Progress Report (10%) - Feb 16 @ 11:59 PM	All resources provided on Brightspace	3, 4, 5

Date	Weekly Theme and Learning Outcomes	Learning Activities	Assessments (%) Due Date	Resources	CLRs
Week 7 Feb 23	Presenting a working solution. Learn how to present and defend a solution to stakeholders and peers.	Sprint 2: Presentation preparation, peer feedback, and Scrum attendance.	Release 1 Presentation (15%)	All resources provided on Brightspace	4, 7
Week 8 Mar 2	BREAK	BREAK	BREAK	BREAK	
Week 9 Mar 9	Prototyping and iterative design. Understand the importance of prototyping and refining a solution based on feedback.	Sprint 3: Prototype refinement, further feature development, Scrum attendance.		All resources provided on Brightspace	3, 4, 9
Week 10 Mar 16	User experience (UX) design and testing. Learn how UX design principles affect software usability and test strategies.	Sprint 3: UI/UX design improvements and testing, Scrum attendance.		All resources provided on Brightspace	4, 6
Week 11 Mar 23	Gathering and implementing stakeholder feedback. Learn how to gather and use stakeholder feedback to improve project outcomes.	Sprint 3: Review progress with stakeholders, bug fixing, Scrum attendance.		All resources provided on Brightspace	4, 9
Week 12 Mar 30	<i>*The College is closed Friday, April 3 for Good Friday</i> Final sprint and project deliverables. Focus on finalizing the project and preparing deliverables for submission.	Final sprint: Project completion, bug fixing, Scrum attendance.	Final Project Report (15%) - March 30 @ 11:59 PM	All resources provided on Brightspace	3, 4, 5
Week 13 Apr 6	Project impact and collaboration review. Analyze project impact, team collaboration, and prepare for formal presentations.	Mock presentations, Scrum attendance.	Comprehensive Project Impact & Collaboration Report (15%) - April 6 @ 11:59 PM	All resources provided on Brightspace	2, 5, 6, 8, 9, 10
Week 14 Apr 13	Final presentations and project defense. Present the final solution and defend the project outcomes.	Final presentations and project defense, Scrum attendance.	Final Presentation (25%) Reflective Journal (5%) - April 13 @ 11:59 PM	All resources provided on Brightspace	5, 6, 7, 8, 9, 10
Week 15 Apr 20	<i>*Final Assessment Week (most programs)</i>				

Statement on Generative Artificial Intelligence (AI)

Students may use generative AI in this course for tasks such as brainstorming, outlining, or refining ideas, provided that the use of AI is cited following instructions in the Weekly Schedule.

However, all core technical work, including coding, development, and research, must be the learner's own.

Under [Algonquin College Policy AA48 – Academic Integrity](#), the use of AI outside these guidelines or without citation will be treated as academic misconduct. For clarification, students should reach out to the professor.

Other Important Information

- **Learning Activities:** This course includes a mix of synchronous and asynchronous learning activities, such as live Scrum meetings, team-based work, and independent research.
- **Attendance:** Regular attendance, especially during Scrum sessions, is required for team collaboration and progress tracking.
- **Late Assignments:** Late submissions will incur a 20% penalty per day for up to 2 days. After that, submissions will not be accepted unless prior extensions are approved.
- **College Services:** Students are encouraged to use available college services like the Library, Tutoring, and Academic Support.