CECS 491A – Fall 2015

Software Engineering Project I

Instructor: Mike Boctor

Class location: VEC-402

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Class Description

Selected topics from recent advances in applied computing. Application of selected topics to the design and implementation of a software system within a team setting. Techniques for project management, documentation, and technical presentations. Software design, implementation, and evaluation strategies.

What does the Group Project entail?

The group project is a team-designed, team conducted activity which enables you to further your knowledge/skill in the area of Software Development which you have found or believe to be especially interesting or beneficial to you. The project represents a significant portion of your final grade for the course and is therefore expected to represent attainment of advanced knowledge/skill levels in the selected topic. As you will be required to present your group project before your fellow students, it will be necessary for you to create a computer-based presentation for end of the semester delivery.

What steps are involved in the group project?

1. Review all course materials and select a topic.

Select a topic you believe to be especially interesting or beneficial to you in your future academic/career life.

2. As a team - determine and identify the learning product and means by which you will advance your knowledge/skill levels.

You must advance your knowledge/skill level beyond that normally expected in a course. DO NOT limit yourself by someone else's standards - the sky is the limit. Propose a project that is most meaningful to you as a team.

3. Prepare a brief (one page maximum) group project proposal.

The proposal must …

o   clearly identify the topic your team has chosen, and

o   describe the learning product, and

o   describe the means by which your team will advance your knowledge/skill levels in the topic you have chosen

o   describe the deliverable products that will be submitted at the end of the semester

4. Submit your group project proposal for consideration and approval by the specified due date.

Note, proposals requiring rework will be returned with a request for revision and resubmission. It is essential for you to work diligently and early to create an acceptable project.

5. Once your proposal has been approved, work toward the completion of your approved group project activity throughout the remainder of the semester.

6. Submit your project work-in-progress reports by the specified due dates.

7. Develop a computer-based presentation of your project experience by the specified due date.

8. Successfully deliver your project presentation before your fellow students and the department.

9. Submit both hard- and soft-copies of your completed project for final evaluation by the specified due date.

Add your group project file to your personal portfolio of significant achievements. Congratulations!

Initially I will lecture on Software development. Later during the semester we will meet on a need basis. I will be available to advise you on your projects.

You will work in teams. You are however required to clearly state in your teams proposal, intermediate work-in-progress reports and final report each team member's role, assignment and accomplishments.

Cheating & Plagiarism:

Cheating and *plagiarism* will not be tolerated in this course. Any individual caught cheating on quizzes, homework, lab projects, or the final exam will be punished to the full extent allowed under University regulations. Plagiarism on papers or assignments is not acceptable and work that is plagiarized will not receive credit. Plagiarism is considered cheating. _Note:_ any time another person's work is used without giving them proper credit, it is considered plagiarism and cheating.

At a minimum, any student caught cheating will receive no credit for the work concerned, and will receive a reduction of one letter grade from their final course grade.

The official CSULB Policy on Cheating and Plagiarism can be found here:
http://web.csulb.edu/divisions/aa/catalog/current/academic_information/cheating_plagiarism.html

2) **COE Tutoring Services Available for Major Classes**

The College of Engineering Tutoring Center offers free tutoring for many lower and upper division engineering courses in MAE, CECS, CECEM, CHE and EE. Tutors are available Monday through Friday during the fall and spring semesters between the hours of 9:00am-6:00pm in EN2-300.

Visit the following website for detailed tutoring schedules:
http://web.csulb.edu/colleges/coe/views/essc/academic_success/engineering_tutor.shtml#asp_ETP

Grade assignment:

Team Assignments	Possible Points
Project Proposal	20
Weekly Progress Reports	20
Lab Assignments	40
Release 1	10
Release 2	15
Release 3	15
Final Release Presentation	40
Final Report	40
Team sub-total	200

Individual Assignments	
Exam	100
Individual Critique	40
Individual Final Presentation	60
Individual sub-total	200
Total	400

Class Timeline:

Project Proposal presentation / write up due	Sept. 10th, 2015
Release 1 Presentation	Oct. 1st, 2015
Release 2 Presentation	Oct. 29th, 2015
Release 3 Presentation	Nov. 19th, 2015
Final project presentations and reports due	Dec. 10th, 2015
Exam	Nov. 12th, 2015