Capstone Design

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This Course

- 캡스톤디자인 (FIA00002)

- Mon 6, 7, 8, 9

- Professor: Jin Hyun Kim 김진현, 해양과학관 804호

- Open Office Hour: By appointment using e-mail or Google Classroom

Introduction to This Course

- This course, Capstone Design, provides students with experiences of practical system/software development. Students will experience as follows:

  - Survey product idea

  - Market survey and evaluation of product potential

  - Requirement Engineering

  - System and Software Architecture Design

- Software Design

- System/Software Implementation

- Product Evaluation

- Team/Self-Evaluation

- Project-Based Learning

Introduction to This Course

- This course will be given in Problem (Project)-based Learning, so that students find problems and solutions themselves and evaluate themselves and others.

- Lecturer of this course will be a coach and guides students to find problems, obstacles and ways to find solutions.

- For those reasons, students should be more pro-active than other courses.

This Course

- All projects should be company-oriented or actual-problem-oriented

- 3 Types Projects related to followings

  - Company

  - Tongyeong City

  - Company that you find

Not Allowed

- Single member project

- Self-oriented problem

  - However, if you want to solve the self-oriented, you should provide reasons enough for all class to accept

  - You should get obtain evaluation about your solution from any company or win a prize from any competition

Grading

- Attendance 10%

- PBL-oriented evaluation 90%

  - Coach (Professor) + Team + Self

  - Individuals in the same team can obtain different grade according to evaluation the above way

- A+ if your project wins prize in any competition (participants > 100)

- A+ if your idea is presented with patent

- A+ if you idea is purchased by companies

Course Schedule

Week	Contents	PLB Activity
1	Introduce to Capstone Design and PBL	
2	Introduction to Software Engineering, Idea Research, Company and City's Presentation	• Team organization, • Orientation to PLB Project 1 (Tongyeong City)
3	Market Survey and Product Development Plan Set up	• Orientation to PLB Project 2 (Café 24)
4	Requirements Specification and Analysis	• Team activity
5	System Design - System and SW Architecture	• Team activity
6	First Presentation and Evaluation	• Presentation(Project Plan, Requirements, Design and SW Architecture) • Evaluation (Team, Individual, Coach)
7	Survey, Study of Essential Development Technologies	• Team activity
8		• Team activity
9	First Prototype Development	• Team activity
10		• Team activity
11	First Prototype Presentation and Evaluation	• Presentation (First Prototype) • Evaluation (Team, Individual, Coach)
12	Product Development	• Team activity
13		• Team activity
14		• Team activity
15	Internal Product Evaluation, Final Evaluation	• Presentation (Final Product) • Evaluation (Team, Individual, Coach, Company)
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