

## CS 370: Computer Science Practicum – Fall 2025

### Sections 1 and 2

#### Calendar

Week	Date	Topics	Deadlines and Exams
1	August 27	Syllabus and policies. Introduction to Scrum	
2	September 1	Labor Day (no class today)	
	September 3	Scrum: roles, sprint cycle, artifacts	
3	September 8	Scrum: user stories and size estimation	Team registration due by Monday Project proposal due by Friday
	September 10	Scrum: supporting practices	
4	September 15	Scrum exam	Scrum exam on Monday Presentation feedback due by Thursday
	September 17	Project proposal presentations (all teams)	
5	September 22	Sprint 1	Sprint 1 artifacts and feedback due by Tuesday and Thursday
	September 24	Sprint 1	
6	September 29	Sprint 2	Sprint 2 artifacts and feedback due by Tuesday and Thursday
	October 1	Sprint 2	
7	October 6	Sprint 3	Sprint 3 artifacts and feedback due by Tuesday and Thursday
	October 8	Sprint 3	
8	October 13	Fall Break (no class today)	
	October 15	Fall Break (no class today)	
9	October 20	Sprint 4	Sprint 4 artifacts and feedback due by Tuesday and Thursday
	October 22	Sprint 4	
10	October 27	Sprint 5	Sprint 5 artifacts and feedback due by Tuesday and Thursday
	October 29	Sprint 5	
11	November 3	Sprint 6	Sprint 6 artifacts and feedback due by Tuesday and Thursday
	November 5	Sprint 6	
12	November 10	Sprint 7	Sprint 7 artifacts and feedback due by Tuesday and Thursday
	November 12	Sprint 7	
13	November 17	Sprint 8	Sprint 8 artifacts and feedback due by Tuesday and Thursday
	November 19	Sprint 8	
14	November 24	Sprint 9 (all teams)	Sprint 9 artifacts and feedback due by Tuesday
	November 26	Thanksgiving Break (no class today)	
15	December 1	Sprint 10	Sprint 10 artifacts and feedback due by Tuesday and Thursday
	December 4	Sprint 10	
16	December 8	Project Showcase	Final project deliverables by Tuesday

## Course Description and Learning Outcomes

This course introduces basic concepts and techniques of software engineering, and applies these in the context of a semester-long group programming project. Particular emphasis is given on effective teamwork, technical communication, application of the Scrum Agile software development process, and sustainable software development. Students are expected to proactively and independently research and learn modern tools, frameworks, and technologies suitable to the completion of a project of their choice. After this course, students will be able to effectively work in teams, discuss their work in public, and demonstrate the ability to develop complex software artifacts using state of the art software engineering processes and practices.

## Instructors

Davide Fossati (Instructor). Email: [davide.fossati@emory.edu](mailto:davide.fossati@emory.edu)

Shanglin Wu (Teaching Assistant). Email: [shanglin.wu@emory.edu](mailto:shanglin.wu@emory.edu)

## Class Meetings

Section 1: Monday and Wednesday, 4:00 pm – 5:15 pm, room MSC N304.

Section 2: Monday and Wednesday, 5:30 pm – 6:45 pm, room MSC N304.

## Activities

The course consists of several learning activities:

- **Class.** After the first few introductory weeks, there is very little lecturing in this course. Most of the class time is dedicated to project progress presentations (sprint reviews). This is an interactive process that involves discussion and feedback with the entire class.
- **Readings.** The main reading required for this class is the book “The Elements of Scrum” (see details below). After that, students will be responsible for reading appropriate documentation for the technologies and tools they choose to use for their specific project.
- **Project.** The project is the main focus of this course. You and your team will engage in the full development of an original software artifact, all the way from idea (project proposal) to public release (project showcase). Your team will research and learn all the state-of-the-art technologies and tools necessary for the successful implementation of your project.
- **In-class assessment.** There will be only one theory exam in class early in the course. The rest of the assessment will be based on your project, and on the feedback you provide to other teams on their projects. See more details in the sections below.

## Technology

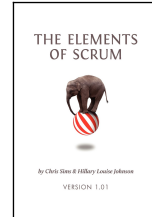
**Requirements.** Each student should have consistent access to a personal desktop or laptop computer with either Linux, Mac, or Windows operating system; a webcam; and a stable and reliable Internet connection. Students are responsible to maintain their computing equipment in good working condition at all times. **Technical issues with personal computer equipment and Internet connection are not valid reasons for requesting deadline extensions or other accommodations.**

**Canvas.** We will use Canvas (<https://canvas.emory.edu>) as repository for class resources, including lecture notes and videos, and as a hub for class discussion and communication. **Students are expected to stay on top of everything**

**that is posted on Canvas at all times**, including other students' questions, as well as answers and follow-ups to those questions. Students' questions about the course should be posted on Canvas, instead of emailing the teaching staff. This will ensure quicker answers, and will reduce duplicated questions.

## Textbook and resources

The textbook for this course is "The Elements of Scrum" by Chris Sims and Hillary Louise Johnson. We will use this textbook extensively in the first few weeks of class, and it will be an important reference for your teamwork during the rest of the semester. Additional resources will be posted on Canvas.



## Teamwork

Teamwork and collaborative learning is a central component of this course. For your project, you will work in a team of 5-7 students. Moreover, you will contribute to other teams' success by providing them with feedback and suggestions after each weekly presentation. The exam and feedback to the other teams should be done individually.

All team members are expected to provide significant contributions to their team. "Free riders" may be removed from the team, and they will receive a score of zero for the entire project.

## Assessment and Grading

Here is the grading structure of this course:

Item	Weight (%)
Scrum exam	5
Project proposal: Document and presentation	5
Sprint progress: Artifacts and demos (10 total)	20
Feedback to other teams	15
Individual contribution to your team	15
Final project: Robustness (the program works well, it does what it is supposed to do, it does not crash, etc.)	10
Final project: Sophistication (number of features, complexity of the features)	5
Final project: User interface / program looks (the user interface is attractive, consistent, and easy to use)	5
Final project: Deployment (the program is easy to install and/or access)	5
Final project: Documentation (user and technical)	5
Final project: Presentation	5
Final project: Sustainability	5
<b>Total</b>	<b>100</b>

At the end of the semester, a letter grade will be assigned according to the following table:

Letter grade	Minimum score
A	93.3
A-	90.0
B+	86.6
B	83.3
B-	80.0
C+	76.6
C	73.3
C-	70.0
D+	66.6
D	60.0
F	0

Any request to change the score of a graded item should be submitted within **one week** since the graded item is returned to the student. **No change request will be considered after this deadline, no matter the justification.** Hint: double check your graded items right away, which is also a great learning opportunity to catch up with topics you might have misunderstood.

## Academic Integrity

Academic integrity is extremely important at Emory University. All students are expected to be familiar with and follow Emory's Honor Code, particularly Article 4: Academic Misconduct.

<https://catalog.college.emory.edu/policies/honor-code.html>

The Computer Science Department has also a specific policy regarding the submission of computer code.

<https://www.cs.emory.edu/undergraduate/general-information/spca/>

The policy above should be followed with an adaptation for collaboratively written code. In particular, all submissions should include a comment statement near the top of the program of the form:

```
THIS CODE IS OUR OWN WORK, IT WAS WRITTEN WITHOUT CONSULTING
A TUTOR OR CODE WRITTEN BY OTHER STUDENTS OUTSIDE OF OUR TEAM.
- YOUR NAMES
```

Appropriate citation of all external sources is required. This also includes the acknowledgment of any collaboration or assistance.

Also remember that deliberately **providing false information** for personal gain is a serious violation of academic integrity and will not be tolerated.

Violations of academic integrity will result in immediate referral to the Honor Council. Penalties will depend on the severity of the transgression and each individual student's history of transgressions. Penalties range from a negative score on an assignment or test, failing the course, or even more severe university-wide actions such as suspension or expulsion from the university.

## Help and Support

First of all, make sure you interact with the community using the Canvas system. Post your questions there, and also try to answer other students' questions if you can. For one-on-one help, you can consult the instructors and teaching assistants. Make sure you seek help early if needed, and try to keep up with the course material at all times. When you ask for help, make sure you don't cross the boundaries of cheating or excessive collaboration.

Emory University offers accommodations to students with disabilities. If you anticipate issues related to the format or requirements of this course, please meet with the instructor to discuss ways to ensure your full participation in the course. If you determine that disability related accommodations are necessary, please register with the Department of Accessibility Services (<https://accessibility.emory.edu>) as soon as possible.

Students seeking academic accommodations for religious observance should submit their requests to the instructor as early as possible in advance. If you have questions or concerns about your request, you may contact the university's Office of Spiritual and Religious Life (OSRL), the Ombuds Office, or the Office of Institutional Equity and Compliance (OIEC). Academic accommodations for religious observance do not relieve students of responsibility for the completion of any part of the coursework they may miss as the result of a religious observance.