

A Software Engineering Capstone Infrastructure that Encourages Spreading Work Over Time and Team

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Abstract—Problem. Proposed Solution. Initial Results. Proposed Experiment.

Index Terms—software engineering; capstone; template repository

I. INTRODUCTION

The workload for a software engineering or computer science capstone team project is often unevenly distributed over time and between team members. Teams typically work in frantic bursts of activity right before a deadline and then cease almost all activity until their next deadline. These work habits compromise the learning objectives of the course because the students do not have time to properly plan their activities or reflect on their work. The uneven distribution of effort between team mates is also problematic. Some students take on an unfair share of the work, causing them stress and possibly hurting their experience in other courses, while others miss important learning opportunities. How can instructors mitigate these problems?

To address them, need to first think about why the problems exist. Not the same as the workplace. Other pressures on students. Not sure of expectations. Not sure where to begin. Peer pressure and social interactions that make it challenging to take charge of the group, or criticize other group members. [There must be some literature that talks about the challenges for student teamwork, teamwork in SE, teamwork for capstone projects, teamwork for SE capstone projects]

Ideas on what we can do about it at an abstract level - the forces we can use to direct students. We have grades and we have structure of the course and expectations.

Overview of ideas.

Roadmap of paper.

Making sure that BibTex is working [1].

II. LITERATURE REVIEW

May not need this if the literature is covered in the introduction.

III. PROPOSED INFRASTRUCTURE

roadmap blurb

A. Structure and Timeline

figure showing the V model and the expected deliverables. The ideas in this paper could work for other structures, but this is the one adopted.

B. Template Repository

C. Team Measures of Productivity

IV. PRELIMINARY DATA

Look at commits over time, and possibly lines (removing outliers) of code over time

V. PROPOSED EXPERIMENT

Start with research questions.

Collect the same data as in Section IV and conduct focus groups in all three CAS capstone courses (SE, CS and TRON).

VI. CONCLUDING REMARKS

ACKNOWLEDGEMENTS

If any.

REFERENCES

- [1] W. S. Smith, "Teaching capstone software design project courses: Issues and challenges," in *Proceedings of the CASCON Workshops, Second International Workshop on Software Engineering Course Projects (SECP 2005)*, Markham, Ontario, 2005. [Online]. Available: <https://www-927.ibm.com/ibm/cas/cascon/index.shtml> (last accessed November 28, 2005)