

COSC 4375 & CSCI 4385 & COSC 4395 CAPSTONE, Fall 2022

General Course Information

Instructor	Dr. Yi Li Email: yli@uttyler.edu
Lecture	M/W 2:30 PM- 3:50 PM @ COB 211
Office Hour	M/W 10:00 AM - 11:30 AM @ COB 315.08
Required Text	No textbook
Course Description	<p>For COSC 4375 – Information Systems Design Project: An integrated perspective of the problems in today's information systems environment, concentration on contemporary design, methodologies, and considerations unique to users of computers and information systems. Prerequisites: GENB 3301 or COSC 3315, COSC 1337/1137 and COSC 3385.</p> <p>For CSCI 4385 – Information Technology Capstone: An integrated perspective of the problems in today's information systems environment, concentration on contemporary design, methodologies, and considerations unique to users of computers and information systems. Prerequisites: COSC 3315, COSC 3375 and COSC 3385.</p> <p>For COSC 4395 – Capstone Project: This course offers students the opportunity to integrate their knowledge of the undergraduate computer science curriculum by implementing a significant software system as part of a programming team. Prerequisites: COSC 3315, COSC 3325, COSC 4315, COSC 4336, COSC 4360 and COSC 4385.</p>
Course Objective	<ol style="list-style-type: none"> 1. Learn and apply a systematic process for information system development 2. Develop the ability to use the latest tools and techniques to develop information systems 3. Create appropriate documents for requirements, functional design, implementation and user training 4. Develop an understanding of the current state of the art by preparing and presenting a term paper on a current topic in information systems

	5. Develop an ability to work cooperatively to develop a high-quality information system		
Grading Policy	Project Proposal - 5%	90.0 - 100%	A
	Project Development - 70%	80.0 - 89.99%	B
	Final Project - 25%	70.0 - 79.99%	C
		60.0 - 69.99%	D
		Below 60%	F

Projects

- There will be one semester-long project, to be completed in teams.
- In addition to the programming project, each team will give in-class presentations demonstrating their project progress.
- To pass this course, each student must complete all assignments and deliver a functioning team-based product. All code/files required for the projects must be submitted via Canvas. **No late submissions will be accepted.**
- Group meeting logs will be collected weekly to keep track of each team's project progress.
- Peer evaluations will be used to keep track of individual performance.
- Team members who do not contribute appropriately to an assignment will receive a significantly lower grade for that assignment than the rest of that team, possibly "zero", at the discretion of the instructor. If there is a lack of appropriate contribution on any two or more assignments, the non-participating student(s) may be recommended to withdraw from the course.

Course Policies

- Assignments should be turned in no later than the deadline. Turn in what is completed by the deadline for partial credit. **No late submissions will be accepted.**
- Your group should meet and discuss the requirements of what you are building. Even though you and your group will define the requirements together, each document should be presented in your own words. Copies of the same document will not be accepted from other group members (even if they have the same degree track).
- **Any indication of cheating and/or plagiarism on a(n) assignment/project will be an automatic 0 (zero) for the assignment/project for all students involved. Solutions copied from the internet, instructor's manual, etc. will also be given zero credit.** If you have questions about the line between assistance and cheating, discuss it with the instructor. For examples of Scholastic Dishonesty, please visit Section 8-802 of the [Manual of Policy and Procedures](#).

Attendance and Participation

- Each student is expected to participate in class activities.
- Regular course attendance is mandatory.