CIS 422/522 Overview

Projects and Teams

Weekly Schedule

Term Schedule

Grading

Projects

• 2 projects: 4 weeks, 5 weeks
  – Project 1: Web site map building tool.
    • Same basic requirements for everyone
  – Project 2: TBD
    • You will propose projects

• Technically simple, but high expectations
  – Solid freeware quality
  – Complete product includes internal and external documentation, tests

Teams

• Form teams of 5 people
  – Project 1: Instructor chooses teams
  – Project 2: Choose your own teams
    • the most important decision you will make

• Project grades are group grades
  – Every member responsible for every part
  – Members will evaluate each other (GMEs)

Questionnaire

• Purpose
  – Formation of balanced project 1 teams
  – Beginnings of grade database

• Fill in
  – Name (family, given), student id, email
  – Courses: enrolled, finished (grades)
  – Proficiency in Java, C++, Others:
    • Expert, Good, Some, None (experience and knowledge)
  – Strongest skills, weaknesses, best contribution

Weekly Schedule

• Tuesday and Thursday lectures
  – Mix of lectures, discussions, group exercises

• Meetings with the professor
  – Design reviews
  – Grading

Term Schedule

• Project 1: 4 weeks
  • Week 1: form teams, begin design
  • 2: Project concept document due
  • 3: Design reviews (and working prototype)
  • 4: Project due Thursday
    – Possibly grading meetings the following week

• Project 2: 5 weeks + 1 week demos
  – More requirements elicitation
  – More design documentation
Grading

• 60% Projects (25+35)
  – Includes presentations, intermediate deliverables

• 36% Exams (20+20)
  – Two midterms; no final exam

• 4% Class Participation
  – Includes but is not limited to...
    • Attendance
    • Contributing to the discussions (can also be done via email)
    • Appropriate behavior in the classroom (i.e. no cell phones or beepers)