CIS 422/522 Overview

Admin: Projects and Teams
Schedule
Grading
Contact Information

- **Instructor contact**
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- **Office Hours:** 1:00 – 2:00 after class or by appointment

- **General help available from CIS Office**
CIS 422 Course Format

• Single Quarter Project Course
  – Lectures: Foundations and background
  – Projects: Learn how to apply SE concepts
  – Project Meetings: Learn teamwork
  – Project Reviews and Presentations: Critique and guidance

• Two projects
  – First for perspective on issues

• Two midterms (one on each half of course)
Emphasis is on Life-Cycle Management and Teamwork

- Participate in collaborative design
- Work as a member of a project team, assuming various roles
- Create and follow a project and test plan
- Create the full range of documents associated with a software product
- Complete a project on time
Projects

- 2 projects: 4 weeks, 5 weeks
  - Project 1: Web site map building tool.
    - Same basic requirements for everyone
  - Project 2: Team Decision
    - 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 (Group Member Evaluation)
    • Focus on accountability (doing your share)
    • Significant factor in grading
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

• M/W/F lectures
  – Mix of lectures, discussions, group exercises
  – Some lecture times or parts thereof will be used for team meetings and project discussions

• Meetings with the professor
  – Progress review: critique of your team’s efforts to manage the project effectively
  – Project review: evaluation of results and 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 Friday
    – Possibly grading meetings the following week

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

- 55% Projects (20+35)
  - Includes presentations, intermediate deliverables
  - Weighted toward non-code products
- 35% Exams (15+20)
  - Two midterms; no final exam
- 10% Class Participation
  - Includes but is not limited to...
    - Attendance
    - Contributing the discussions (can also be done via email)
    - Appropriate behavior in the classroom (i.e. no cell phones or beepers)
Course Caveats

• Course is inherently difficult
  – More than superficial understanding of SE requires experience (perspective)
  – Sometimes need material that lectures haven’t covered
  – Time is very short for the amount of work
  – Must depend on other people

• Course design is a compromise to help address these issues (only partially successful)
  – First project for awareness
  – Second more like real thing
Assignment

• Reading:
  – Text: Chapters 1, 2

• Project: prepare for first project meeting (team assignments Wednesday or Friday)
  – Begin considering how you will approach the problem
  – Think about what role you want to play