CSC 363 – Interdisciplinary Software Rapid Prototyping, Spring 2020, First Day Handout

Friday 10 AM-12:50 PM in Old Main 158 -> Sharadin 213, http://faculty.kutztown.edu/parson
Dr. Dale E. Parson, Old Main 260, parson@kutztown.edu, 484-646-4296
Office Hours: Tu 2:30-4:30, Wed 12:00-2:00, Fri 1:30-2:30, or by appointment.
This course combines students from computer science and information technology programs with students taking a course offered by another academic department into interdisciplinary teams that solve a problem or create a prototype product within the domain of that application discipline or disciplines. Student teams analyze problems or opportunities in the disciplinary application domain. They use rapid prototyping techniques that combine off-the-shelf software and custom software to create a prototype software system, and they present or exhibit this system to an audience interested in the domain.
Prerequisites: Completion of 24 credits of CSC courses numbered 125 or higher and a GPA of 2.25 in all CSC courses. Our partners are Professor Josh Miller & students from Communication Design taking CDE 335 - Interdisciplinary Team Project. First class will meet in Old Main 158, after that Sharadin 213.
Textbook: I will make recommendations regarding information sources.
Grading (A = 92:100, A- = 90:91, B+ = 87:89, B = 82:86, B- = 80:81, C+ = 77:79, C = 70:76,
D = 60:69, F = 0:59)
Projects   100% partitioned among the project assignment deliverables.
Attendance grading will be based on project peer reviews and my periodic checks and discussion with teams having missing members. I reserve the right to contribute a review as a team peer, and the right to ignore any review that I consider condescending or punitive.
Dr. Parson is solely responsible for your grades. There will be team-peer review of increasing points.
Programming project assignment grading criteria
Each project assignment handout includes its grading rubrics. They all include some degree of peer review, with the weight of peer review increasing as the semester progresses.
The academic integrity policy is at http://cs.kutztown.edu/pdfs/AcademicIntegrityPolicy.pdf
Your first reading assignment is to read the above policy statement.
You may openly discuss ideas, algorithms, pitfalls, and the use of programming tools.
Group projects have documented partitioning of student responsibilities.
We will try to match students' skills and interests to their team membership.
Class attendance is essential. Your teammates will count on you to show up and contribute. You are responsible for all material covered in class, including technical information, verbal specification of assignments, and your questions about topics that are not clear to you. Please, there should be no classroom conversations during presentations, cell phones, text messaging, eating, sleeping, obscenities, smoking (tobacco or artificial), listening to music or other disruptions of the class. I will deduct 5% from an assignment for each infraction.
If you have already disclosed a disability to the Disability Services Office (215 Stratton Administration Building) and are seeking accommodations, please feel free to speak with me privately so that I may assist you. If you have an injury sustained during military service including PTSD or TBI, you are also eligible for accommodations under the ADA and should contact the Disability Services Office.
Please let me know if I pronounce your name incorrectly, or use an incorrect gender pronoun, or if you prefer a nickname or a name different from that in the MyKU roster. Feel free to let me know in private.
Any course work submitted to the instructor (including but not limited to assignments, tests, and projects) may be photocopied and retained for the purpose of assessment, accreditation and quality improvement, after removal of any information identifying the student.

We may adjust deliverable dates as projects get under way.

W1	1/24 Introduction to interdisciplinary course plan. Introduction to course content and possible team projects.
2	1/31 Introduction to multimedia programming in the planetarium. Students pitch ideas. Team formation.
3	2/7 Meet with groups for first time, generate timelines & deliverables.
4	2/14 work session. **2/14 @ 11:59 PM deliverable (project plans) 1 is due?**
5	2/21 graded assignments returned, clarification of any omissions or problems with project plans.
6	2/28 Team work session.
7	3/6 Team work session.
8	**3/20 Team demonstration of initial progress of prototype**. Reorganize dysfunctional teams.
9	3/27 Team work session.
10	4/3 Team work session.
11	**4/10 Team demonstration of prototypes with the most important features**. Reorganize dysfunctional teams.
12	4/17 Team work session.
13	**4/24 Delivery / deployment in demonstration location. Repair any installation bugs or surprises**.
14	**May 1 (?) opening in Sharadin? & public demos**. Final exam week starts 5/4.

We will be forming student teams with students from CDE 335 Interdisciplinary Team Projects with Professor Josh Miller. We will meet in Sharadin 213 except for class session 1, which starts in Old Main.

The underlined items above are graded deliverables. There are five of them. Each is worth 20% and includes peer review. 5 X 20% = 100%.