CSCI 406 (Software Productization)  
Fall 2014  
Dr. Stephanie Schwartz  
Course Syllabus

Description: This course will function quite differently than any other course that you’ve taken. It is a team-based project course, where the teams will be composed of 2 computer science students and 2 art & design students. The project will be the implementation of a website for an external client. While you will, of course, be learning the web basics necessary to perform your tasks, much of the course content will focus on how to interact with the client in order to effectively gather and document the requirements for the project, the basics of design (so that you can understand the functions and deliverables of your teammates), and how to participate productively in a cross-disciplinary team.

Meeting Times and Location:
TU-TH 12-1:50PM Roddy Hall Rm 256/Breidenstine Rm 206/Breidenstine Graphic Design Lab

*Important* You WILL be required to meet extensively with your team outside of class meeting periods in order to succeed in this course!

Office Hours: My office hours are Monday/Friday 9am-10am, Wednesday noon-1pm and Thursday 10am-noon. During office hours I can be found either in the lab or in my office (Rm 133, Roddy Hall).

How to reach me: The best way to reach me outside of office hours is by email (stephanie.schwartz@millersville.edu). If you don’t have access to email, my office phone number is 872-3470. I try to check this as frequently as possible, but I don’t check it as often as I do my email!

Prerequisite: CSCI 362 or Permission of Instructor

Required Texts:

Goals: There are several goals for this course. At the end of this course, the successful student will be able to:
- Define and explain basic terminology used by graphic designers in designing a website
- Apply design terminology when collaborating with cross-disciplinary teams on website development
- Describe various methods for gathering the requirements of a software system
- Collect the requirements for a software system by interacting with software users or clients
- Construct use cases as a means of analyzing and documenting the requirements of a software system
- Assess the pros and cons of competing software packages or tools with respect to the needs of a specific project
• Define relevant theories and concepts in team dynamics, conflict management, effective team communication and personal communication styles
• Develop a website utilizing designs developed by graphic designers and satisfying documented use cases
• Define the concepts of version control and utilize version control software to manage a code base

These goals will be accomplished through the content of the lectures and textbook/assigned readings, as well as hands-on experience. This hands-on experience includes writing programs (both in the lab and in project assignments), as well as completing written assignments. The achievement of the goals will be measured through your performance on approximately 6 lab assignments, a large project (including demos and documentation), and two exams (midterm and final).

**Grading:**
Midterm: 15%
Final: 15%
Assignments (apart from client project): 20%
Project: 50%
Grading will be on a 100 point scale, with 93%=A, 90%=A-, 87%=B+, 83%= B, etc. **You must attempt all exams, labs, and assignments in order to pass the course.**

**About this course:** This course is being taught/offered in conjunction with a Graphics & Interactive Design course. A major portion of your grade (50%) will come from a project to be accomplished in cross-disciplinary teams (a mix of computer science students and design students). You will be working with an external client to develop a website for a small business or organization. It is critical that you devote the necessary time and effort to meeting with your team and client to make this project a success. You will be assessed by your fellow team members, the client, and myself on your performance on this project.