This semester we will offer Computer Science Design Projects for the first time. This course will evolve into our capstone course design course for Computer Science Seniors. It is meant as a transition for students moving beyond the classroom into a real work environment. Students will work in teams (of approximately 3-4) on a project. They will be given a broadly defined problem that requires aggregation of the technical and analytical skills obtained in other CSE courses. This course presents an opportunity to work on projects that utilize the newest technologies, such as building plug-ins for Eclipse or Firefox, using web services, designing distributed systems in the NET framework or working with software defined radio (http://www.sdr.org). The projects offered will be sufficiently complex to require team members to partition and coordinate their efforts for successful completion.

The course objectives are for students to gain hands-on experience in a significant design project requiring technical competence, to experience open-ended problem solving, to learn to work effectively in teams, and to practice both oral and written communication skills.

Assessment in this course will be based on a series of intermediate project checkpoints, oral presentations and the final project and reports. Marks will be allocated on both an individual and a team basis. Students will be expected to write a substantial report and give presentations.

In the first offering of this course we are opening enrollment to both undergraduate and graduate students. Register soon as space is limited.

Prerequisites: Senior undergraduate or graduate standing and CSE 310.

Computer Science majors can use this as an advanced elective in software (area 1) or applications (area 4). Graduate students can use this towards their applications requirement.