

Step #7 (Executive Vice President/Provost): Date Received ~~3/2/98~~ 3/2/98

Approved

NOT Approved If no, reasons are as follows:

Student Credit Hours _____

Faculty Load Hours _____

Equalized Credit Hours _____

Official Copy & Approval Sheet Filed (Date) 4/26/98

Executive Vice President/Provost Signature C. M. Meser

Registrar

Date Approved Course Description Received _____

Hegis Taxonomy and Course Number Assigned 0707-322

Date/Signature of Registrar E.C. Gledge 3/2/98

Notification Forward:

Senate Curriculum Committee Chairperson

Department Chairpersons

Academic Dean(s)

Registrar

Sponsor(s)

*Transmittal
3/5/98*

Rowan University
Department of Computer Science

Course Proposal

Software Engineering Practicum

1. Details

- | | | |
|----|--------------------------------|---|
| a. | Course Title: | Software Engineering Practicum |
| b. | Sponsor: | A. Michael Berman, Computer Science Department |
| c. | Credit Hours: | 3 |
| d. | Course Level: | Junior/Senior |
| e. | Curricular Effect: | Advanced Computer Science Restricted Elective for Computer Science majors. |
| f. | Prerequisites: | 0707.321 Principles of Software Engineering; 0701.205 Computer Lab Techniques |
| g. | Suggested Time, Implementation | One section per year (Spring semester) |
| h. | Resources | Faculty, equipment, and library resources are adequate |

2. Rationale

The Principles of Software Engineering course teaches students the elements of the Software Engineering process. In the Software Engineering Practicum, students will work in teams and apply these techniques, along with their fundamental knowledge of Computer Science, to build a “real-world” software product. Depending upon the opportunities in a given semester, this software product may be constructed for an on- or off-campus client, and may be a joint project with students in the College of Engineering.

3. Essence of the course

a. Objectives in relation to student outcome

Students will

- experience each phase of the software development process;
- apply and improve upon their knowledge of the software engineering techniques introduced in “Principles of Software Engineering”;
- receive practical experience in real-world problem solving and team dynamics.

b. Topic outline

Topics will be determined based upon the problem domain in a given semester.

c. Evaluation and grading procedure of students

Students will be evaluated based on the software product and “deliverables” (documentation) developed by their team.

d. Course evaluation

This course will be evaluated by the department curriculum committee.

4. Results of consultation

A letter from Dr. John Schmalzel, program director for the College of Engineering’s EE major, is attached.

5. Catalog Description

0707.322 Software Engineering Practicum

(Prerequisites: 0707.321 Principles of Software Engineering; 0701.205 Computer Lab Techniques)

Students will apply their knowledge from Principles of Software Engineering to develop a software system, working in a team. The project will be taken through each of the major software development phases, and student teams will create appropriate deliverables for each phase.

Subject: Software Engineering Practicum

Date: Thu, 23 Oct 1997 11:18:04 EST

From: "JOHN SCHMALZEL" <schmalzel@rowan.edu>

Organization: Rowan University

To: BERMAN@rowan.edu

CC: CHIN@rowan.edu, RAVI@rowan.edu, SHREEK@rowan.edu,
SCHMALZEL@rowan.edu

<<< Message autoforwarded from BERMAN >>>

Mike,

The Electrical Engineering department is very interested in your proposed software engineering practicum. Creating opportunities for your students to apply the principles of software engineering in a significant software project is a critical element to provide application and reinforcement of the fundamentals taught in the companion course.

Perhaps the most exciting part of your proposal is that it can afford a mechanism for interaction between our students on project work. The upper division engineering clinics will include varying degrees of software requirements; for the larger projects, it would be very desirable to have a cross-disciplinary project team composed of engineering students, computer science students, and other disciplines as required.

We look forward to working closely with you on this endeavor.

John L. Schmalzel
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