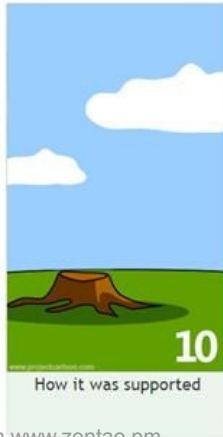


COSC 499: Capstone Software Engineering Project



Dr. Bowen Hui's Background

2020-

Position:

- Associate Professor of Teaching, Computer Science, UBCO

Dr. Bowen Hui's Background

2020-

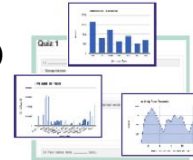
Position:

- Associate Professor of Teaching, Computer Science, UBCO

2012-

Teaching:

- Learning Analytics, Human-Computer Interaction, Intro Programming, Mobile Educational Game Development, Capstone



Dr. Bowen Hui's Background

2020-

Position:

- Associate Professor of Teaching, Computer Science, UBCO

2012-

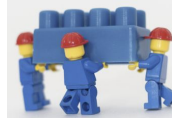
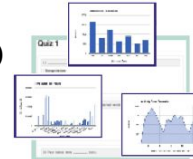
Teaching:

- Learning Analytics, Human-Computer Interaction, Intro Programming, Mobile Educational Game Development, Capstone

2006-

Research areas:

- Team formation/analytics, Novice programming (gamification)



Dr. Bowen Hui's Background

2020-

Position:

- Associate Professor of Teaching, Computer Science, UBCO

2012-

Teaching:

- Learning Analytics, Human-Computer Interaction, Intro Programming, Mobile Educational Game Development, Capstone

2006-

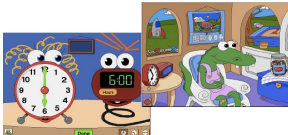
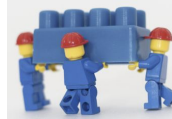
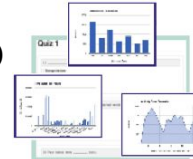
Research areas:

- Team formation/analytics, Novice programming (gamification)

1996-

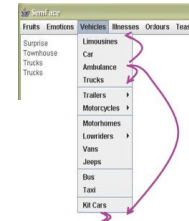
Past research:

- Edutainment design, computational thinking for kids, intelligent user interfaces, computational linguistics, second language acquisition



(23) Rules

- a. all: $r \rightarrow \emptyset / _] \sigma$
- b. early: $r \rightarrow w / \sigma[_$
- inter: $r \rightarrow w / \#[_$
- late: $r \rightarrow l / \sigma[_$



Dr. Bowen Hui's Background

Industry experience as
System Analyst and Project Manager

2020-

Position:

- Associate Professor of Teaching, Computer Science, UBCO

2012-

Teaching:

- Learning Analytics, Human-Computer Interaction, Intro Programming, Mobile Educational Game Development, Capstone

2006-

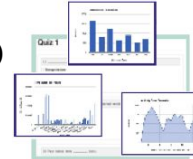
Research areas:

- Team formation/analytics, Novice programming (gamification)

1996-

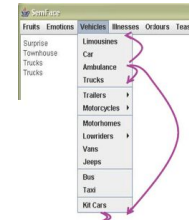
Past research:

- Edutainment design, computational thinking for kids, intelligent user interfaces, computational linguistics, second language acquisition



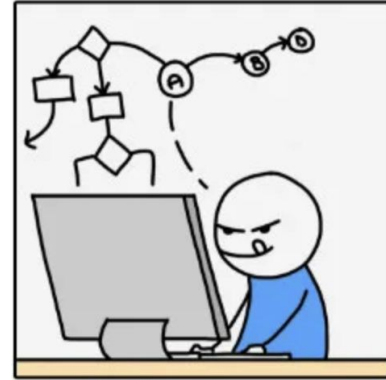
(23) Rules

- a. all: $r \rightarrow \emptyset / _] \sigma$
b. early: $r \rightarrow w / \sigma[_$
inter: $r \rightarrow w / \# [_$
 $1 / \sigma [_$
later: $r \rightarrow 1 / \sigma [_$



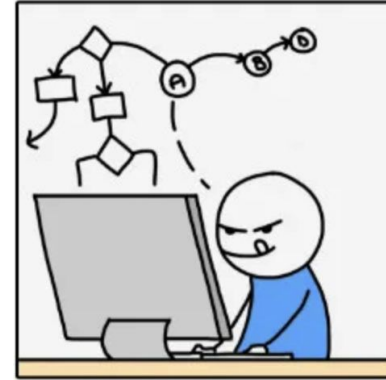
From School to Industry

- A typical degree in COSC
 - Year 1: individual work, toy exercises, code templates
 - Year 2: data structures, algorithms, "real" programs
 - Years 3+4: special topics, small projects
- Which skills do you think are most sought after by industry today?



From School to Industry

- A typical degree in COSC
 - Year 1: individual work, toy exercises, code templates
 - Year 2: data structures, algorithms, "real" programs
 - Years 3+4: special topics, small projects
- Industry expectations (in 2023)
 - Top 5 (**Medium**): cloud computing, data structures/algorithms, Github, containers, vim/IDEs
 - Top 5 (**Indeed**): programming languages, database, data structures/algorithms, source control, testing procedures
 - Top 5 (**LinkedIn**): programming, software architecture, testing, object-oriented design, project team experience
- How to bridge the gap?



Aspirations of the Capstone



✦✦ Pool knowledge from prior years and apply it to a year-long project

Aspirations of the Capstone



- ✦✦ Pool knowledge from prior years and apply it to a year-long project
- ✦✦ Experience full software lifecycle development phase
 - Know that there are roles other than "programmer" in a software team

Aspirations of the Capstone



- ✦✦ Pool knowledge from prior years and apply it to a year-long project
- ✦✦ Experience full software lifecycle development phase
 - Know that there are roles other than "programmer" in a software team
- ✦✦ Exercise industry-relevant practices and use industry tools
 - Technology is fast-changing and every sector uses different tools
 - Pick a direction and learn new things

Aspirations of the Capstone



- ✦✦ Pool knowledge from prior years and apply it to a year-long project
- ✦✦ Experience full software lifecycle development phase
 - Know that there are roles other than "programmer" in a software team
- ✦✦ Exercise industry-relevant practices and use industry tools
 - Technology is fast-changing and every sector uses different tools
 - Pick a direction and learn new things
- ✦✦ Work effectively in a team (**Gestalt effect**)
 - Learn to work with people who are not you
 - Accept differences in opinions and not take them personally
 - Embrace differences, recognize strengths, learn from each other

Lessons Learned from Past Capstones



Past successes for students:

- Hired by external client company
- Receive positive reference letters from clients
- Learn new technical skills
- Produce more than they thought they could

Lessons Learned from Past Capstones



Past successes for students:

- Hired by external client company
- Receive positive reference letters from clients
- Learn new technical skills
- Produce more than they thought they could



Things we should avoid/change:

- Too much client management and demands
- Reports for grading but do not enhance project outcomes
- Teams chosen to maximize project success
- Performance measured based on the quality of the deliverables, but largely ignores the quality of teamwork

Lessons Learned from Past Capstones



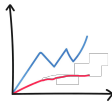
Past successes for students:

- Hired by external client company
- Receive positive reference letters from clients
- Learn new technical skills
- Produce more than they thought they could



Things we should avoid/change:

- Too much client management and demands
- Reports for grading but do not enhance project outcomes
- Teams chosen to maximize project success
- Performance measured based on the quality of the deliverables, but largely ignores the quality of teamwork



Enrollment continues to grow, while resources/support remain uncertain

New Approach to Capstone



- Project option
 - Themes are provided, each team comes up with their own solution (within reason)

New Approach to Capstone



- Project option
 - Themes are provided, each team comes up with their own solution (within reason)
- Client involvement
 - Serves as external validation only, adopts a hackathon model of "judges"

New Approach to Capstone



- Project option
 - Themes are provided, each team comes up with their own solution (within reason)
- Client involvement
 - Serves as external validation only, adopts a hackathon model of "judges"
- Minimal reporting
 - Long, written reports are eliminated from the course deliverables

New Approach to Capstone



- Project option
 - Themes are provided, each team comes up with their own solution (within reason)
- Client involvement
 - Serves as external validation only, adopts a hackathon model of "judges"
- Minimal reporting
 - Long, written reports are eliminated from the course deliverables
- Team formation
 - Based on your preferences, after team matching activity

New Approach to Capstone



- Project option
 - Themes are provided, each team comes up with their own solution (within reason)
- Client involvement
 - Serves as external validation only, adopts a hackathon model of "judges"
- Minimal reporting
 - Long, written reports are eliminated from the course deliverables
- Team formation
 - Based on your preferences, after team matching activity
- Team coaching, reflection, self-management
 - Weekly updates that tell us about the project progress and team dynamics
 - Teams should reflect on the data reported to us

Course Logistics

- In-person classes Mon/Tues and Wed/Thurs:
 - Lectures
 - Team reviews with teaching staff
- Biweekly team checkpoints
 - Gives the teaching staff a "temperature" of the team
- Additional deliverables
 - Short reports, demos (live or video), work in repository, client sessions, peer testing sessions
- Review Canvas course and syllabus
 - Go over: Evaluation Criteria
 - Go over: Tentative Schedule

Use of AI



- Understand how language models work before using it
 - Relies on training data
 - Can be biased (**why?**)
- Recognize and evaluate AI
 - Identify presence of AI
 - Understand how AI can influence content presented
 - Recognize potential inaccuracies in AI responses
- Navigate AI ethically
 - Issues with data privacy and data ownership
 - How might AI impact technology users and broader society?

Course Re-Design and Team Formation Software

- Go to Canvas course for Capstone, select "Quizzes"
 - Select "Consent to Study"
 - In the description, click on Qualtrics link
 - Consent to give us access to your survey data after course
 - Complete for participation marks (regardless of your consent decision)

