COSC 499: Capstone Software Engineering Project

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Who are Ideal Teammates?

- Studies show that 40% of teams formed based on friendships lead to project failure
    - Friends don't always have complimentary skills
    - More peer pressure in conversations and peer evals
    - Handling conflicts with friends is hard

- How to form successful teams?

Created by Luxshan Ratnaravi & Mikkel Noe-Nygaard

Things to Consider in Teammates

-   Goal in this course/project
    -   Be realistic
    -   Effort willing to put into the project
-   Skills
-   Project preference
-   Communication style

    …
-   Others?

"Speed Dating" Ice Breaker

- Pick one worksheet
    - Consider teammate factors
    - Fill out the worksheet about other students
- Split into four large groups (one corner each)
- Within each group (5 min)
    - Make subgroup of ~5
    - Round robin self-introductions
    - ::Repeat x4
- Move across large groups ::Repeat x3
- If you have a clique – sit out and let me know

[Continue on your own as needed]

After Teams are Formed

- Forming good teams is for maximizing chances of success
    - Not a guarantee!

- Ongoing management is crucial to maintain productivity (the outputs) and satisfaction (internal to the team)
    - Most team theories is about recognizing what stage the team is at and moving/keeping it at a productive stage

- Quality of work outputs is usually high if both productivity and satisfaction are high

Team Management in Capstone

- Productivity
  - Feature completion, tests, code reviews, logs, in-person checkpoints

- Satisfaction
  - Peer evaluations, repository collaboration process
  - Special clause on teamwork (next slide)

- Work quality
  - Course deliverables: project plan, demos, peer testing, reports
 - Client feedback

Special Clause on Teamwork

<u>Firing a teammate</u>

A team can fire one of its members if:

1. All the other members have consulted the issues with the individual in question (proof is approved by the instructor), **_and_**
2. All the other members independently agree that this individual needs to leave the team.

In this case, the fired individual has 3 calendar weeks to do one of the following:

   i.   Convince the original team to reconsider
   ii. Convince another team for adoption
   iii. Work independently for the rest of the project and receives 0 for all remaining marks toward the "Team" portion of the grade
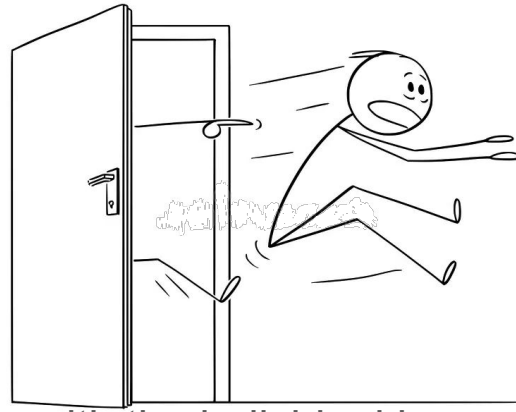
Next Steps

- Complete "Team Formation" on Canvas by Sunday 11:59pm
    - Late submissions may result in not having your preferences considered
- We will generate teams (finalized by next week)

- Next class: Projects
    - Project options
    - IP agreement (if applicable)
    - Roles of client and teaching staff
    - Expectations of the project plan