

CNMT 480 – Applied System Development Project – Fall 2017

Instructor:	Danny Kim	Tim Krause
Classroom:	SCI A210, B240	SCI A210, A203
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Office Hours:	M 2:00-4:00 p.m. W 2:00-4:00 p.m.	M 1:30-2:30 p.m. W 1:30-2:30 p.m.
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Course Description

CNMT 480. Applied System Development Project. 4 cr.

Apply computer programming, system design, and/or Web and digital media development concepts, principles, and practices to a comprehensive system development project; use team approach to analyze, design and document real world systems; use project management methods, project scheduling and control techniques; use formal presentations and group dynamics to solve system problems; develop a database and/or digital media artifacts to support the system.

Prerequisites: CNMT 410; CIS 341 or both WDMD 302 and 312; senior standing.

Overview

This course provides an opportunity for you to apply application development concepts, principles and practices using formal presentations, project management strategies, usability methodologies and group dynamics to develop a Web-based or other rich media project in a team environment. We will also discuss relevant social, legal and ethical issues related to designing, developing and testing applications.

Objectives

- Demonstrate competency in deploying applications, creating custom design templates, building applications and training clients in ongoing application management
- Develop client communication, negotiation and project management skills for managing medium-sized rich media projects
- Refine quantitative and qualitative research methodologies to support Web design rationale
- Practice interpersonal skills working in team and individual development environments

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Required Materials and Texts

If you are unfamiliar with the specific technology, programming language or other aspect of your project, please ask your instructor for suggestions regarding appropriate supplemental material.

You are responsible for storing and backing up your assignments. Although I would strongly recommend the purchase of a flash drive (256mb should be sufficient), the use of network space, or other storage are also reasonable. **Lost data is not an appropriate excuse for late work, and will not be accepted.**

Assignments

Your work for your client, and associated presentations, status reports, and in-class reviews will constitute your final grade for this course. We will formally let you know where your grade stands at mid-term, but you should also feel free to ask either of us at any time how you are doing.

Assignments

Midterm Progress	100	Final Presentation	100
Retrospectives	200*	Final Project	500
Code and Design Review	100**	TOTAL	1000

* There will be five retrospectives, worth 40 points each. If your retrospective does not go well, you have an option to regain points by writing a follow up to your retrospective. Your follow up should address the following points about **your retrospective (not your project)**:

1. What went well?
2. What didn't go well?
3. What will you do differently in future retrospectives?

** Of the two design reviews, 70% of your grade will be your best performance, and 30% your lowest performance.

Excessive absences will result in a **minimum reduction of ½ letter grade.**

Grading Scale

Final grades will be determined according to the following scale:

		A	100 – 95%	A-	94 – 93%
B+	92 – 90%	B	89 – 88%	B-	87 – 86%
C+	85 – 83%	C	82 – 80%	C-	79 – 78%
D+	77 – 75%	D	74 – 72%	F	< 71%

I reserve the right to lower the grading scale (i.e. the course may require less than 95% to earn an A).

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Due Date & Late Policy

Unless otherwise noted by the instructor, assignments are due before the **beginning of class** on the due date. Grades for late assignments will be reduced by one letter grade per weekday. Assignments may only be made up if the absence was due to documented illness, approved university activity or family emergency.

If you miss class due to an approved university activity, illness or family emergency on the day an assignment is due, it is your responsibility to contact the instructor **before the start of that day** in order to make arrangements.

Attendance Policy

This class assumes perfect attendance. Due to the likelihood of job interviews and other unanticipated events, you are required to notify your instructor and your group when you are unable to attend.

Workshop provides an opportunity to work when you are guaranteed that all group members are available. Like any other class period, attendance is required.

Academic Standards

The University of Wisconsin – Stevens Point is an academic community of individuals committed to the pursuit of learning, the acquisition of knowledge, and the education of all who seek it. This course expects that all work turned in for a grade is your own, or that of your group. A description of your rights and responsibilities as a member of the UWSP community can be found at:

<http://www.uwsp.edu/dos/Documents/CommunityRights.pdf>

A link to Student Academic Standards and Disciplinary Procedures (UWS/UWSP Chapter 14) is available on the same Web page (link above).

Smart Phone, IM and Recording Device Policy

Please turn off smart phones before entering the classroom. Cell phones may not be used in the classroom without prior permission of the instructor. Instant messaging, including *Facebook*, should also be turned off, unless you are communicating with a group member working remotely. If you would like to record (video or audio) any aspect of this course, please seek prior permission from the instructor.

