

CNMT 480 – Applied System Development Project – Spring 2019 &
DAC 480 – Applied Analytics Project

Instructor:	Tim Krause	Steve Suehring
Classroom:	SCI A210, A203, B240 TR 12:00 p.m. – 1:50 p.m.	SCI A210, A203, B240 TR 12:00 p.m. – 1:50 p.m.
Office:	B246, Science Building	B233, Science Building
Office Hours:	T Th 2:00 – 3:00 p.m. By Appointment	Tue 10a-12p (SCI B233) Thu 10a-12p (SCI B233 or CAC 105)
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Course Description

CNMT 480. Applied System Development Project. 4 cr.

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

Prerequisites: CNMT 410; CIS 341 or both HTI 302 and CNMT 310; senior standing.

DAC 480. Applied Analytics Project. 4cr.

Apply data analytics concepts, principles and practices to a comprehensive real-world project.

Prerequisites: Application and acceptance into the program.

Overview

This course provides an opportunity for you to apply the computing-related concepts, principles and practices gained throughout the program by using formal presentations, project management strategies, usability methodologies, and group dynamics to develop a project in a team environment. We will also discuss relevant social, legal and ethical issues related to designing, developing and testing applications and working with data.

Objectives

- Demonstrate competency in deploying applications, creating custom design templates, building applications and training clients in ongoing application and data management and system maintenance
- Develop client communication, negotiation and project management skills for managing small-to medium-sized projects
- Refine quantitative and qualitative research methodologies to support design, implementation and other appropriate 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 work. Although I would strongly recommend the purchase of a flash drive (8 gb should be sufficient), the use of network space, or other storage are also reasonable as long as all data and work is stored in multiple locations. **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. The instructor(s) will formally communicate your grade status at mid-term, but you should also feel free to inquire at any time how you are doing.

Assignments

Midterm Progress	200	Final Presentation	100
Sprint Reviews (4)	200*	Final Project	500
TOTAL	1000		

* There will be four retrospectives, worth 50 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?

Excessive absences and/or failure to accurately report the time worked on your project will result in a **minimum reduction of ½ letter grade.**

Members of the same group may receive different grades, depending on your ability to work together as a team while still making a significant individual contribution to your project.

Grading Scale

Final grades will be determined according to the following scale:

	A	100 – 95%	A-	94 – 93%
B+	B	89 – 88%	B-	87 – 86%
C+	C	82 – 80%	C-	79 – 78%
D+	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(s) **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 times provide 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.

