Public Presentation in CSE Capstone Design Courses

1. Background: Students in the BS-CSE program are required to take one of the designated capstone design courses, generally, in their final semester. Currently, there are three such courses:

CSE 5911: Software Applications;
CSE 5912: Game Design and Development; and
CSE 5914: Knowledge-Based Systems.

2. Some details: The key activity in each of these courses is an intense, semester-long team-based design/implementation project that is intended as the culminating component of the undergraduate curriculum to help prepare the students for their professional careers. Before the start of the semester, the course coordintor and/or instructor work on identifying possible projects. These are often proposed by local industry, non-profit, or government organizations; occsionally, other units in the university may propose a project. In all cases, the key requirements for the proposal to be included in the possible set of capstone projects are that: a) the nature and scope of the project are appropriate for a capstone course project, i.e., is such that a good team of students, putting in reasonable effort, can expect to complete the project satisfactorily; and b) the sponsor will meet regularly with the team, serve as a mentor, offer any course-corrections that may be necessary etc.

Throughout the semester, student teams work on their project; meet regularly, typically once every two weeks or so, with the project sponsor; report regularly on their progress to the course instructor; make regular (team) presentations to the class on the problem they are working on, on their approach to addressing it, on the technologies they are using, and on any problems they may have run into in their design/implementation and how they plan to address the problems. The instructor monitors these activities and provides timely feedback to ensure that the teams stay on track toward satisfactory completion of their projects.

3. Final Public Presentation: During the finals week of the semester, the capstone course instructors and coordinator arrange a several-hour long session, in the ballroom in the Ohio Union or other similar venue on campus, often as part of the College of Eng.'s Capstone Design Showcase. Each team is expected to prepare a *detailed poster* that summarizes the problem the team's project was intended to address, the approach the team adopted, problems encountered along the way and how they were addressed (or worked around), the deliverables the project sponsor expected/specified at the start of the project and what the team was able to actually produce, and ideas for how the project might evolve in the future (possibly in future capstone projects), and a summary of the lessons learned. The invitees include project sponsors, local IT professionals, faculty members and students, and others who are interested. All team members are expected to attend although, because of conflicts with final exams in other courses, some team members may be able to be present for only part of the session. In any case, the intent is that each team (and member) should be able to make brief presentations addressing all aspects of the project and answer, in appropriate detail, any questions that any attendees at the session may have. Awards are given to the best projects (as judged by ???).

Visitors to the session are requested to complete a separate rubric for each CSE project poster that they spend time examining and especially for those projects for which they interact with one or more of the team members and/or listen to the team member(s) explaining aspects of the project or answering any questions.