## Syllabus for CSC 498—Senior Project I 3 Credit Hour Fall 2025

#### I. COURSE DESCRIPTION

Provides structure and support for the student to explore several options for a senior programming project or investigation into one of the topics in the discipline of computer science and to initiate that effort. It also provides structure and support to refine the objectives and to do sufficient background research in order to successfully pursue the project/investigation.

### II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

#### A. COURSE OUTCOMES

As a result of successfully completing this course, the student:

1. Can thoroughly explain their chosen project and demonstrate substantial accomplishment in the pursuit of the project.

Unit Objectives

- 1. Search for, select, research, and initiate a senior project effort.
- 2. Attend to all curricular issues for completion of the degree.

#### B. PROFESSIONAL OUTCOMES

This course aligns with and evaluates the following professional outcomes as indicated on the last page:

**Computer Science** 

- 1. ABET Outcome 1: Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
- 2. ABET Outcome 2: Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- 3. ABET Outcome 3: Communicate effectively in a variety of professional contexts.
- 4. ABET Outcome 4: Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
- 5. ABET Outcome 6: Apply computer science theory and software development fundamentals to produce computing-based solutions.

#### C. UNIVERSITY OUTCOMES

This course aligns with and evaluates the following University outcomes as indicated on the last page:

- 1. Intellectual Pursuit
- 2. Bold Vision

## III. TEXTBOOKS AND OTHER LEARNING RESOURCES

- A. Required Materials
  - 1. Textbooks
    - None
  - 2. Other None

- B. Optional Materials
  - 1. Textbooks
    - None
  - 2. Other
    - None

# IV. POLICIES AND PROCEDURES

- A. Department Policies and Procedures
  - 1. Attendance and Excessive Absences Attendance at each class or laboratory is mandatory. Excessive absences can reduce a student's grade or deny credit for the course.
  - 2. Unexcused Absences Any student whose unexcused absences total 33% or more of the total number of class sessions will receive an F for the course grade.
  - 3. Computer Resources Each Student who uses the computer is given access to the appropriate computer resources. These limited resources and privileges are given to allow students to perform course assignments. Abuse of these privileges will result in their curtailment. Students should note that the contents of computer directories are subject to review by instructors and the computer administrative staff.
  - 4. Late Exams Each instructor has his or her own late-exam policy, so an instructor may decide that an exam missed because of an unexcused absence cannot be made up.
  - 5. Incompletes As stated in the University catalog, incompletes are granted only for "good cause," such as extended hospitalization, long-term illness, or a death in the family. Students must petition for an incomplete using the "Petition for Incomplete" form at <u>petitions.oru.edu</u>. Very few incompletes are granted.
  - 6. Use of AI tools The Department of Computing and Mathematics expects students to act ethically and responsibly with respect to the use of advanced automated tools (including artificial intelligence (AI), machine learning tools, chatbots, automated software, etc.). Students are only allowed to use advanced automated tools on assignments if instructor permission is obtained in advance. Unless given permission to use such tools, each student is expected to complete each assignment without substantive assistance from others, including automated tools. If the instructor permits the use of advanced automated tools, students are expected to demonstrate strong information literacy skills, cite all automated tool use properly according to instructor requirements, and verify AI-generated content for accuracy. AI or any advanced automated tools should not replace independent student thinking. Unethical use, such as plagiarism, misrepresentation or lack of citation, will lead to disciplinary action.
- B. Course Policies and Procedures
  - 1. Evaluation Procedures
    - a. The composite score is determined by the following distribution: Assignments 50% Mid-Project Presentation 50%
    - b. Grading scale: A=90% B=80%

C=70% D=60% F=59% and below

The student who wants to know his or her grade in the course should keep a record at all times of all points earned.

3. Other Policies and/or Procedures

Students should select their project topic or problem and an advisor by the end of the fourth week of class. Thereafter, students are to consult with their advisors regularly and meet the deadlines outlined in the course calendar.

# V. COURSE CALENDAR Week Topic

1	Introduction & Initiate Project Search
2-3	Research Topics
4-5	Literature Review
6	Project Charter Development
7-11	Project Initiation and Development
13	Intermediate Progress Presentation

# Primary Program: Computer Science CSC 498—Senior Project I Fall 2025

This course contributes to the University and program outcomes as indicated below: **Significant Contribution** – Addresses the outcome directly and includes targeted assessment. **Moderate Contribution** – Addresses the outcome directly or indirectly and includes some assessment. **Minimal Contribution** – Addresses the outcome indirectly and includes little or no assessment.

# OUTCOMES Significant Moderate Minimal Spiritual Integrity Personal Resilience

Intellectual Pursuit				
ABET Outcome 1: Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.				
ABET Outcome 2: Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.				
ABET Outcome 3: Communicate effectively in a variety of professional contexts.				
ABET Outcome 4: Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.				
ABET Outcome 6: Apply computer science theory and software development fundamentals to produce computing- based solutions.				
based solutions.				

CSC 498 - Can thoroughly explain their chosen project and demonstrate substantial accomplishment in the pursuit of		
the project.		
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