اعتماد
NCAAA

T4

2020

Course Specifications

Course Title:	Capstone Project II
Course Code:	501599-4
Program:	Bachelor in Computer Science
Department:	Department of Computer Science
College:	College of Computers and Information Technology
Institution:	Taif University

Table of Contents

A. Course Identification

1. Credit hour: 3
2. Course type
a.   University ☐   College ☐   Department ☒   Others ☐
b.   Required ☒   Elective ☐
3. Level/year at which this course is offered: **14th Level/5**
4. Pre-requisites for this course (if any)**:**   **501598-4**
5. Co-requisites for this course (if any)**: None**

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	3	75%
2	Blended		
3	E-learning	1	25%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	30
2	Laboratory/Studio	
3	Tutorial	10
4	Others (specify)	
	Total	40

B. Course Objectives and Learning Outcomes

1. Course Description   Second part of two semesters project. Student is required to design, develop, implement, test and document the project defined in the first part. For software projects, student must use well established software engineering tools and techniques. Documentation, demonstration and presentation is required
2. Course Main Objective   Students at the end of this course are able to: ● Provide students with the opportunity to apply the knowledge acquired during their studies of software engineering techniques to realize software systems.   ● Demonstrate their ability to work independently and as a team member to accomplish the project   ● Apply effective communication skills to demonstrate a professional oral presentation in English/Arabic

3. Course Learning Outcomes

	CLOs		Aligned PLOs
1	**Knowledge and Understanding**		
1.1			K1
1.2			
1.3			
1...			
2	**Skills :**		
2.1	Analyze design synthesize and find requirements to develop computer applications or solve computing techniques		S1
2.2			
2.3			
2...			
3	**Values:**		
3.1	Demonstrate ethical professional and legal standards and social issues in development presentation and documentation of project		V2
3.2	Work in teams to develop computer applications using current techniques tools and technologies or to solve computing problems		V3
3.3			
3...			

C. Course Content

No	List of Topics	Contact Hours
1	Learn tools and techniques to implement project	**12**
2	Implementation	**12**
3	Testing	**4**
4	Report Writing	**12**
5		
6		
	Total	40

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	**Knowledge and Understanding**		
1.1			
1.2			
…			
2.0	**Skills**		
2.1	Analyze design synthesize and find requirements to develop computer applications or solve computing techniques	Lectures Tutorials	**Direct Assessment Tool** Implementation and Work Evaluation

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.2			
…			
3.0	**Values**		
3.1	Demonstrate ethical professional and legal standards and social issues in development presentation and documentation of project	Lectures Tutorials	**Direct Assessment Tool** Report, Presentation, Work in team evaluation
3.2	Work in teams to develop computer applications using current techniques tools and technologies or to solve computing problems	Lectures Tutorials	**Direct Assessment Tool** System evaluation, Presentation, Report Writing **In-Direct** Course survey
…			

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Implementation and Evaluation	Week 5	30%
2	Final Report	Week 8	40%
3	Poster	Week 10	10%
4	Oral Presentation	Week 10	20%
5			
6			
7			
8			

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :
- 6 hours per week in pre-determined office hours
- Consultation by appointment (as needed)
- Through emails
- Through BlackBoard Learn

F. Learning Resources and Facilities

1.Learning Resources

Required Textbooks	● *Projects in Computing and Information Systems - A Students Guide.* 2nd Edition, Christian Dawson. ISBN-978-0-273-72131-4, ISBN-ISBN 978-0-273-72131-4
Essential References Materials	
Electronic Materials	● Capstone Project Handbook, developed by CS department
Other Learning Materials	N/A

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	● Classroom ● Discussion room ● Labs with necessary tools and PC
Technology Resources (AV, data show, Smart Board, software, etc.)	● Video projector / data show ● White board
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of Teaching	Students	Students surveys and Students course evaluation
Improvement of Teaching	Course Coordinator	Deficiencies based on the student Evaluation, faculty input, course file, and program assessment
Verifying Standards of Student Achievement	Curriculum Committee	● Review CAF (Course assessment file) ● Alumni surveys. Periodic exchange and remarking of tests or a sample of assignments with staff at another

Evaluation areas (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)
Evaluators (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

H. Specification Approval Data

Council / Committee	CS council
Reference No.	Meeting #12
Date	23-10-1443