ORIGINAL COURSE IMPLEMENTATION DATE: September 2018

REVISED COURSE IMPLEMENTATION DATE:

COURSE TO BE REVIEWED: (six years after UEC approval) January 2024

Course outline form version: 09/15/14

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: COMP 440	**Number of Credits:** 3 Course credit policy (105)
Course Full Title: Project in Computing Science **Course Short Title (if title exceeds 30 characters):**	
Faculty: Faculty of Professional Studies	**Department (or program if no department):** Computer Information Systems

Calendar Description:

Capstone course in which each student works with a faculty advisor to complete an advanced project demonstrating knowledge and skills obtained in the Computing Science major.

Prerequisites (or NONE):	15 credits of 300-level or higher COMP and instructor's permission.
Corequisites (if applicable, or NONE):	
Pre/corequisites (if applicable, or NONE):	

Equivalent Courses (cannot be taken for additional credit)

Former course code/number:

Cross-listed with:

Equivalent course(s):

Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.

Transfer Credit

Transfer credit already exists: ☐ Yes ☒ No

Transfer credit requested (OReg to submit to BCCAT):
☐ Yes ☒ No (if yes, fill in transfer credit form)

Resubmit revised outline for articulation: ☐ Yes ☐ No

To find out how this course transfers, see **bctransferguide.ca**.

Total Hours: 120

Typical structure of instructional hours:

Lecture hours	
Seminars/tutorials/workshops	
Field experience hours	
Experiential (practicum, internship, etc.)	
Online learning activities	
Other contact hours: self-directed project	120
Total	**120**

Special Topics

Will the course be offered with different topics?
☐ Yes ☒ No

If yes, different lettered courses may be taken for credit:
☐ No ☐ Yes, repeat(s) ☐ Yes, no limit

Note: The specific topic will be recorded when offered.

Maximum enrolment (for information only): 35

Expected frequency of course offerings (every semester, annually, every other year, etc.): every semester

Department / Program Head or Director: Dan Harris	**Date approved:**	September 2017
Faculty Council approval	**Date approved:**	October 13, 2017
Campus-Wide Consultation (CWC)	**Date of posting:**	November 17, 2018
Dean/Associate VP: Tracy Ryder-Glass	**Date approved:**	October 13, 2017
Undergraduate Education Committee (UEC) approval	**Date of meeting:**	January 26, 2018

Learning Outcomes

Upon successful completion of this course, students will be able to:

- Apply advanced knowledge learned in the Computing Science program to concrete problems.
- Manage a complex, months-long software project.
- Utilize project management tools and techniques effectively.
- Explain the purpose, process, and results of a complex project.
- Communicate effectively with a project supervisor on an ongoing basis.

Prior Learning Assessment and Recognition (PLAR)

☐ Yes ☒ No, PLAR cannot be awarded for this course because it needs to be completed as a capstone with faculty supervision.

Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)

Self-directed project with faculty supervision.

Grading system: Letter Grades: ☒ Credit/No Credit: ☐ Labs to be scheduled independent of lecture hours: Yes ☐ No ☒

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials (if more space is required, download Supplemental Texts and Resource Materials form)

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	Murray, A	The Complete Software Project Manager	☒	Wiley	2016
2.	Sims, C	The Elements of Scrum	☒	Dymaxicon	2011
3.			☐		
4.			☐		
5.			☐		

Required Additional Supplies and Materials (software, hardware, tools, specialized clothing, etc.)

None.

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	%	Lab work:	%	Field experience:	%	Shop work:	%
Project:	100%	Other:	%	Other:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Topics will vary by student, but will correspond to Computing Science concentrations:

- Systems and Security
- Artificial Intelligence and Data Mining
- Programming Languages and Software