

Rubric (Spring 2011)

Senior Project

**Assessment of Student Outcomes of the BS in Computer Science
of the
School of Computing and Information Sciences
Florida International University**

The School of Computing and Information Sciences evaluates the Senior Projects of its graduating seniors for the purpose of assessing the level of attainment of the Student Outcomes of the BS in Computer Science program.

Your responses to this survey will be used solely for the purpose of assessing the Student Outcomes of the BS in Computer Science program of the School of Computing and Information Sciences at FIU. This survey is expressly NOT for assessment of student performance in the SCIS Senior Project course for assignment of letter grade, nor for assessment of the instructor(s).

Rating Instructions

For each program outcome, you are provided with a check-list of 7 or more criteria that evidence attainment of that outcome. Please check all criteria that are presented in this project. You may include additional criteria that are not explicitly listed; if so, please record the additional criteria in the spaces provided. Unless noted otherwise, the number of criteria checked, up to a maximum of 5, should be recorded as your rating of attainment of that outcome evidenced in the project.

Project Title An Administrative Framework for WReSTT

Semester & Year Spring 2011

Faculty / Industry Sponsor: Dr. Peter J. Clarke

Evaluators: Jainendra Navlakha

Student Outcome (a): Demonstrate proficiency in the foundation areas of Computer Science including mathematics, discrete structures, logic and the theory of algorithms

- Project incorporates elements of mathematical reasoning or proof
(e.g. Lemma, Theorem, Propositional Logic, First Order Logic, Mathematical Induction)
- Project utilizes elements of discrete mathematics
(e.g. Set Theory, Boolean Algebras, Combinatorics, Graph Theory)
- Project utilizes some statistical procedure(s) to represent or summarize test data
(e.g. Mean, Standard Deviation, Stem Plot/Histogram, Box Plot/Percentile-Graph)
- Project utilizes some statistical measure(s) of system behavior or performance
(e.g. Probability Distributions, Confidence Intervals, Hypothesis Testing)
- Project design utilizes finite state diagrams to model system behavior
- Project utilizes some aspect(s) of formal computer science
(e.g. Automata, Turing Machines, Recursive Function Theory, Recursive Unsolvability)
- Project utilizes some technique(s) of numerical analysis
(e.g. Error Estimation, Interpolation, Numerical Calculus, Linear Systems, Matrix Algebra)

OTHER: _____

OTHER: _____

Student Outcome (b): Demonstrate proficiency in various areas of Computer Science including data structures and algorithms, concepts of programming languages and computer systems.

Data Structures & Algorithms

- Project utilizes an advanced data structure, (e.g. search tree, hash table, priority queue)
- Project utilizes some graph algorithm, (e.g. shortest path, minimum spanning tree)
- Project documents runtime analysis of selected algorithms

Concepts of Programming Languages

- Project utilizes knowledge of programming language syntax (e.g. Context-Free Grammars, Parse Trees, Ambiguity, Recursive Descent)
- Project utilizes knowledge of programming language semantics (e.g. Natural Semantics, Interpreters, Expressions, L- and R- Value, Environments)
- Project demonstrates familiarity with programming language design issues (e.g. Scoping Rules, Dynamic Type Checking, Static Type Checking)

Computer Systems (Database)

- Project utilizes or designs an appropriate database management system
- Project utilizes conceptual and/or relational schema
- Project utilizes a database query language such as SQL

Computer Systems (Operating Systems)

- Project implementation utilizes knowledge of memory management
- Project implementation utilizes knowledge of process synchronization
- Project documents analysis of tradeoffs in selection of system characteristics

OTHER: _____

OTHER: _____

Student Outcome (c): Demonstrate proficiency in problem solving and application of software engineering techniques.

Project demonstrates knowledge of the Software Development Life Cycle

Project deliverables include Project Specification

Project deliverables include Feasibility Study and/or Project Plan

Project deliverables include Requirements Documentation

Project deliverables include Design Documentation

Project documents testing and/or evaluation of the implementation

Project incorporates system walkthroughs

OTHER: _____

OTHER: _____

Student Outcome (d): Demonstrate mastery of at least one modern programming language and proficiency in at least one other.

- Project is implemented using an appropriate high level language
- Project implementation is reasonably efficient rather than “brute force”
- Project implementation is modular and/or re-usable
- Project implementation uses a modern API or Tool-Kit
- Project implementation utilizes recursion
- Project implementation utilizes some advanced features, e.g. polymorphism
- A project sub-system or module utilizes an appropriate programming language other than the primary implementation language, e.g. SQL, ML, assembly language

OTHER: _____

OTHER: _____

Student Outcome (e): Demonstrate understanding of the social and ethical concerns of the practicing computer scientist

Project documents sources and references

Project identifies and addresses any relevant social issues

Project identifies and addresses any relevant ethical issues

Project identifies and addresses relevant legal issues

Project identifies and addresses any relevant privacy issues

Project documents anticipated impact on users/clients

Project documents and addresses any anticipated technology impact issues

OTHER: _____

OTHER: _____

Student Outcome (f): Demonstrate the ability to work cooperatively in teams

Project completion evidences equitable participation by team members

Project presentation(s) included all team members

Project team activity is documented

Project team set out and followed a schedule for timely completion

Project team negotiated consensus when needed

Team members roles were clearly defined and executed

Team members shared responsibility for success and failure

OTHER: _____

OTHER: _____

Program Outcome (g): Demonstrate effective communication skills

- Presentations described the essential features of the project
- Presentations utilized good quality slides and presentation aids
- Presenters utilized their time effectively
- Presenters spoke directly to the audience
- Technical features were communicated clearly
- Project artifacts clearly document all project features
- Project reports are well organized and written

____ OTHER: _____

____ OTHER: _____

Program Outcome (j): Have experience with contemporary environments and tools necessary for the practice of computing

Project utilized contemporary design tools

Project implementation utilized a modern IDE(s)

Project utilized appropriate validation/testing tools

Project was demonstrated using appropriate presentation tools

Project utilized appropriate project management tools (e.g., MS Project)

Project utilizes appropriate version control/document sharing tools

Project documents consideration of trade-offs in selection of tools

____ OTHER: _____

____ OTHER: _____

ABET Student Outcome

The program must enable students to attain, by the time of graduation:

(j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices. [CS]

Please comment on how this project “demonstrates comprehension of the tradeoffs involved in design choices”:

In at least a couple of instances in the project, the team members showed a clear understanding of the design choices that they had to make, and the rationale behind their choices. In particular, the team studied and compared various system architectures and design patterns before settling down on their ultimate choice.