Rubric (Spring 2013)

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

Project Title: Dynamic Image Overlay

Semester & Year: Spring 2013

Moderator (Faculty / Industry Sponsor): Prof. Nagarajan Prabakar

Evaluators: Shu-Ching Chen

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

<u>Mathematical Foundations</u>

2	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
	Project design utilizes <u>finite state machines</u> to model system behavior
X	Project uses graphs or trees to model some system feature(s) (Unified Modeling Language, PERT Charts, etc)
	Project uses the <u>syntax of Symbolic Logic</u> to specify design features (Object Constraint Language, etc)
X	Project utilizes <u>terminology and operations of sets, relations or functions</u> (Equivalence Class Partitioning for generating test cases, etc)
	Project incorporates elements of <u>mathematical reasoning or proof</u> (Lemma, Theorem, Induction, etc)
	Project utilizes some <u>statistical procedure(s)</u> to represent or summarize data (Mean, Standard Deviation, Histogram, Percentile-Graph, etc)
	Project utilizes some <u>statistical measure(s)</u> of system behavior or performance (Probability Distributions, Confidence Intervals, Hypothesis Testing, etc)

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

<u>Data Structures & Algorithms</u>

3	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
<u>X</u>	Project utilizes a <u>non-trivial data structure</u> (Search Tree, Hash Table, Priority Queue, etc)
	Project utilizes some graph algorithm (Shortest Path, Minimum Spanning Tree, etc)
X	Project implements a <u>customized algorithm</u>
<u>X</u>	Data structure(s)/algorithm(s) selected are appropriate for the project
	Project documents <u>runtime and/or space analysis</u> of selected algorithm(s)
	Project documents empirical measurement of algorithm performance
	Project documents <u>tradeoffs</u> in selection of data structure(s)/algorithm(s)

<u>Student Outcome</u> (b): <u>Demonstrate proficiency in various areas of Computer Science including data structures and algorithms, concepts of programming languages and computer systems.</u>
<u>Concepts of Programming Languages</u>

3	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
	Project utilizes knowledge of programming language <u>syntax</u> (Context-Free Grammars, Parse Trees, Ambiguity, Recursive Descent)
	Project utilizes knowledge of programming language <u>semantics</u> (Natural Semantics, Interpreters, Expressions, L- and R- Value, Environments)
	Project demonstrates familiarity with language design <u>data-typing</u> issues (Scoping rules, Dynamic Type-Checking, Static Type-Checking)
<u>X</u>	Project utilizes appropriate encapsulation mechanisms for <u>data abstraction</u>
x	Project utilizes appropriate code hierarchies (subclasses) for <u>code reuse</u>
	Project implementation utilizes <u>advanced programming language feature(s)</u> (Recursion, polymorphism, generics)
<u>x</u>	Project documents analysis of <u>tradeoffs</u> in selection of the programming language(s) used in the project implementation

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

Computer Systems (Database)

2	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
	Project implements a <u>customized</u> DBMS or <u>customized</u> DBMS components
	Project implementation utilizes conceptual and/or relational schema
	Project utilizes an appropriate database <u>query language</u> such as SQL
X	Project documents consideration of <u>information security</u> issues
X	Project documents consideration of <u>information privacy</u> issues
	Project utilizes an appropriate database management system
	Project documents analysis of <u>tradeoffs</u> in selection of a DBMS

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

<u>Computer Systems (Operating Systems & Networking)</u>

2	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
	Project implementation utilizes knowledge of memory management
	Project implementation utilizes knowledge of synchronization
X	Project documents layered structure of a <u>networked architecture</u>
	Project documents analysis of <u>resource allocation</u> or congestion issues
	Project documents analysis of <u>performance or reliability</u> issues
<u>X</u>	Project documents analysis of <u>system security</u> issues
	Project documents <u>analysis of tradeoffs</u> in selection of system characteristics

Student Outcome (c): Demonstrate proficiency in problem solving and application of software			
<u>engine</u>	engineering techniques.		
5	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.		
X	Project demonstrates understanding of the <u>Software Development Life Cycle</u>		
x	Project deliverables include <u>Project Specification</u>		
<u>x</u>	Project deliverables include Feasibility Study and/or Project Plan		
x	Project deliverables include <u>Requirements Documentation</u>		
X	Project deliverables include <u>Design Documentation</u>		
	Project documents <u>testing and/or evaluation</u> of the implementation		
	Project incorporates system walkthroughs		

<u>profici</u>	ency in at least one other.
4	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
x	Project is implemented using an appropriate high level language
x	Project implementation is reasonably efficient rather than "brute force"
X	Project implementation is modular and well structured
X	Project implementation uses a modern API or Tool-Kit
	Project implementation utilizes recursion
	Project implementation utilizes some advanced language 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

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

Student Outcome (e): Demonstrate understanding of the social and ethical concerns of the practicing computer scientist			
3	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.		
x	Project documents sources and references		
	Project identifies and addresses any relevant social issues		
	Project identifies and addresses any relevant ethical issues		
X	Project identifies and addresses relevant legal issues		
	Project identifies and addresses any relevant privacy issues		
X	Project documents anticipated impact on users/clients		
	Project documents and addresses any anticipated technology impact issues		

Stude	nt Outcome (f): Demonstrate the ability to work cooperatively in teams	
	Enter n/a if this Knowledge Area is not significantly represented Otherwise, please record the number of checked criteria, up to a	
To be	completed by an evaluator	
X	Project presentation(s) included all team members equally	
Х	Project team activity is appropriately and adequately documented	
Each t listed	completed from the data obtained from team members' peer evaluations eam member rates each of the other members of their team individually obelow on a scale of 1 to 5. The mean of all ratings for each criterion is recubric item is checked only if the project (mean) score >= 4.0 for each of the team members' roles were clearly defined and executed	orded.
	Criterion	Mean Score
	1: Team members had clear understanding of expectations	IVICALI SCOLC
	2: Team members maximized the use of their individual skill sets	
	Project team set out and followed a schedule for timely completion	
(<u>Criterion</u>	Mean Score
3	3: Team members complied with mechanisms to track progress	
4	4: Team members completed assignments in a timely fashion	
	Project team negotiated consensus when needed	
(<u>Criterion</u>	Mean Score
4	5: Team members showed respect for other team members opinions	
(5: Team members were able to negotiate and compromise	
	Project completion evidences equitable participation by team members	5
(<u>Criterion</u>	Mean Score
7	7: Team members contributed ideas and viewpoints	
8	3: Team members did their fair share of the work	
	Team members shared responsibility for success and failure	
	Criterion	Mean Score
-	9: Team members actively sought & shared information from each other	
	10: Team members were adaptable to changing requirements	

Program Outcome (g): Demonstrate effective communication skills							
		nter n/a if this Knowledge Area is not significantly represented in this project. therwise, please record the number of checked criteria, up to a maximum of 5.					
<u>Writter</u>	n prese	<u>ntation</u>					
<u>X</u>	Compl	eteness	Project repo	orts document	all essential p	roject feature	S
<u>X</u>	Organi	ization	Project repo	orts are organi	zed and writte	en in standard	formats
 Rec Calc 	e each ord the culate t	presenter ind e presenters' i the mean pres	ratings of each senter rating fo	the oral prese n presenter in or each rubric ne mean score >	each rubric ite item		
	Domai	n Knowledge: Presenter 1	Presenter 2	Presenter 3	Presenter 4	Presenter 5	Mean
		TTC3CITCT 1	r resenter 2	Tresenter 5	Tresenter 4	Tresenter 5	IVICALI
	Organi	ization:					
		Presenter 1	Presenter 2	Presenter 3	Presenter 4	Presenter 5	Mean
	Preser	ntation Aids: Presenter 1	Presenter 2	Presenter 3	Presenter 4	Presenter 5	Mean
	Elocuti	ion:					
		Presenter 1	Presenter 2	Presenter 3	Presenter 4	Presenter 5	Mean
	Audier	nce Contact:					
	Addici	Presenter 1	Presenter 2	Presenter 3	Presenter 4	Presenter 5	Mean

	am Outcome (h): Have experience with contemporary environments and tools necessary practice of computing
jor ine	Enter n/a if this Knowledge Area is not significantly represented in this project. Otherwise, please record the number of checked criteria, up to a maximum of 5.
	tings of competency are provided by the student project-team on the following scale: 5 : Expert, 4 : Advanced, 3 : Competent, 2 : Intermediate, 1 : Novice mark is earned if the team's competency rating is 2 or higher.
	Presentations use contemporary presentation and demonstration tools
	Project artifacts are developed using modern document preparation tools
	Project management and/or version control software are employed
	Design phase utilizes modeling software
	Implementation utilizes a contemporary database management system
	Implementation includes web-based programming (server, web-page)
	Implementation is validated using contemporary validation/testing software

Notes: