University of Puerto Rico Mayagüez Campus College of Engineering Department of Electrical and Computer Engineering Bachellor of Science in Computer Engineering

Course Syllabus

1. General Information:

Alpha-numeric codification: ICOM5047 Course Title: Design Project in Computer Engineering Number of credits: 3 Contact Period: 1 hour lecture, 4 hours laboratory per week

2. Course Description:

English: Capstone course in which student teams design a project to solve a complete Computer Engineering Problem considering engineering standards and realistic constraints. The project should integrate both hardware and software.

Spanish: Curso integrador en el cual equipos de estudiantes diseñan un proyecto para resolver un problema completo de Ingeniería de Computadoras, tomando en consideración estándares de ingeniería y restricciones realistas. El proyecto debe integrar conceptos de "hardware" y "software."

3. Pre/Co-requisites and other requirements:

(INEL4215 and ICOM5007) or consent of the Director of Department

4. Course Objectives:

After completing the course, students should understand and manage all aspects related to the
solution of a problem in Computer Engineering, thus demonstrating the knowledge acquired in
previous courses. The student should demonstrate his/her capability to solve a real engineering
problem.

5. Instructional Strategies:

 $\Box conference \ \Box discussion \ \boxtimes computation \ \boxtimes laboratory$

Seminar with formal presentation seminar without formal presentation workshop

art workshop practice trip thesis special problems tutoring

research other, please specify:

6. Minimum or Required Resources Available:

The course includes 4 hours of laboratory work per week for the development, modeling and implementation of the project, depending on its scope and nature.

7. Course time frame and thematic outline

Outline	Contact Hours
Project Management and use of MS Project	3
Budgeting	1
Writing proposals	1
Teamwork	1
Effective meetings	1

Decument and Information Management	1
	1
Conflict Management	1
Oral Communications	1
Creativity	1
Report writing	1
Environmental Impact	1
New product development strategy	4
Ethics	2
Demonstrations	6
Oral presentations	6
Laboratory project work	44
Total hours: (equivalent to contact period)	75

8. Grading System

Quantifiable (letters) Not Quantifiable

9. Evaluation Strategies

	Quantity	Percent
Demonstration 1	1	10%
Demonstration 2	1	10%
Final Demonstration	1	20%
Proposal	1	15%
Progress Report	1	15%
Project Report	1	20%
Attendance & Punctuality		5%
Other (Specify):		5%
Discussion, participation and		
homework		
TOTAL:		100%

10. Bibliography:

• Smith, Karl A. Teamwork and Project Management. McGraw-Hill. Boston 2000. 2nd Edition.

• Meredith, Jack R. and Mantel, Samuel J. Project Management: a Managerial Approach. John Wiley and Sons. 2003.

- IEEE Standards.
- ISO Standards.
- Selected publications depending on project topic.

11. According to Law 51

Students will identify themselves with the Institution and the instructor of the course for purposes of assessment (exams) accommodations. For more information please call the Student with Disabilities Office which is part of the Dean of Students office (Chemistry Building, room 019) at (787)265-3862 or (787)832-4040 extensions 3250 or 3258.

12. Course Outcomes	Map to
	Program
	Outcomes
1. Identify a problem or opportunity for a computer engineering	(e)

solution or innovation and define realistic and measurable	
objectives as well as detailed technical specifications with the	
user/customer or based on market expectations	
2. Critically review and analyze literature related to and in the	(a)
context of the problem defined, including prior work on the	~ /
project or similar ones	
3. Carry out a work breakdown structure for a project and organize	(d)
the teamwork, assessing required effort, allocating time and	
assigning individual responsibilities	
4. Identify, define and allocate the skills needed for the project,	(i)
assessing current skills of team members and allocating	
resources for training, and learning or consultancy services as	
needed for the project	
5. Identify and define technical resources needed for the project	(c)
considering economic, environmental, social, political, ethical,	
health and safety, manufacturability, and sustainability	
constraints	
6. Compute the budget for the project, control and analyze	(c)
expenditures	、 <i>′</i>
7. Define and apply metrics for measuring project progress,	(e)
identify potential problems and actions to prevent, mitigate,	
compensate or correct them	
8. Assess Intellectual Property potential of the project and its	(j)
implications in such issues as patents, copyright, licensing, and	
marketing among others	
9. Effectively present the project in detail and in summary, both	(g)
orally and in writing to technical and non technical audiences	
10. Assess the impact of the project in a global, economic,	(h)
environmental, and societal context	
11. Design and, whenever feasible, implement, test, and validate a	(b)
system according to the definition of the problem and the	
project objectives, and specifications, incorporating appropriate	
engineering standards	
12. Identify issues of the project related to the ethical and	(f)
professional responsibility, analyzing and making decisions	
according to the corresponding codes	
13. Identify, and use techniques, skills, and modern engineering	(k)
tools necessary to productively collaborate and efficiently	
conduct the project to success	