

University of Puerto Rico
 Mayagüez Campus
 College of Engineering
 Department of Electrical and Computer Engineering
 Bachelor 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 le 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:	
(ICOM4009 or ICOM5016) and (ICOM5217 or INEL5206 or INEL5265)	
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:	
<input type="checkbox"/> conference <input type="checkbox"/> discussion <input checked="" type="checkbox"/> computation <input checked="" type="checkbox"/> laboratory <input checked="" type="checkbox"/> seminar with formal presentation <input type="checkbox"/> seminar without formal presentation <input checked="" type="checkbox"/> workshop <input type="checkbox"/> art workshop <input type="checkbox"/> practice <input type="checkbox"/> trip <input type="checkbox"/> thesis <input type="checkbox"/> special problems <input type="checkbox"/> tutoring <input type="checkbox"/> research <input type="checkbox"/> 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 outline¹	
Outline	Contact Hours
Project Management and use of MS Project	3
Budgeting	1
Writing proposals	1

¹ Refer to <http://ece.uprm.edu/~icom5047/calendar.html> , ICOM5047 – Schedule for details and updates.

Teamwork	1
Effective meetings	1
Document and Information Management	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	15%
Final Demonstration²	1	20%
Proposal	1	10%
Progress Report	1	10%
Project Report²	1	15%
Peer evaluation (3 per semester)²	1	See footnote 2
Team meetings attendance	1	5%
Attendance & Punctuality²		5%
Other (Specify): Discussion, homeworks and participation.		10%
TOTAL:		100%

Grading Scale

Letter	Score
A	90-100
B	80-89
C	70-79
D	50-69
F	0-49

10. Bibliography:

² Refer to “Policies and Norms for the course ICOM5047 – Design Project in Computer Engineering” for details.

- 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.

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 solution or innovation and define the technical specifications with the user/client.	(e)
2. Analyze and discuss the problem as well as previous or related work	(a)
3. Write a project proposal to solve a computer engineering problem specifying the solution, the work breakdown structure, budget and realistic constraints.	(e)
4. Organize the teamwork and define individual tasks and responsibilities	(d)
5. Design implement and test a system to solve the desired needs, identify and design the components within realistic constraints and using engineering standards	(c)
6. Design a test plan for the system	(b)
7. Evaluate the ethical, legal, environmental, social, health and safety and other impacts of the system and propose the mitigation, or compensation measures when necessary	(f)
8. Write effective documentation using engineering standards, present the results and make demonstrations of system functionality	(g)
9. Use modern computer engineering tools for analysis of the problem, computer aided design, debugging, implementation and testing of the system.	(k)
10. Assess the final economical, environmental, legal and other aspects of the project in a post-mortem review	(h)
11. Make project decisions based on current literature and state-of-the-art tools available on campus, or provided by client/user	(i)

when applicable	
12. Assess Intellectual Property potential of the project and its implications in such issues as licensing, and marketing among others	(j)
13. Incorporate engineering standards and multiple realistic constraints	(c)