

Syllabus
MIS 5950/6950
CEBA Project Management Implementation
Spring Semester 2011

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Course Location: BUS 109
Course Times: T/R 4:30 - 5:45 PM
Course Website: <http://canvas.instructure.com>

Course Description:

This is a special topics course created to meet the growing needs of the Center for eCommerce and Business Analytics (CEBA). The intent of the course is to allow students with specific skills in web and database development the opportunity to contribute to real stakeholder projects while learning the fundamentals of project management. The course requires many hours of outside of the classroom work as there are no quizzes nor tests given. The advantage of this type of course is that because you work with real stakeholders, you are able to gain valuable experience in implementing information systems in the real-world. You are also given the opportunity to make a name for yourself by networking with those who may just want to hire you after graduation. Because of this it is imperative that you put your absolute best into your work. This is not a traditional course in which one can expect to do well by merely coasting by. The expectations of this course, in fact, are exactly the same as you might find in your career. We have confidence that you can meet and exceed our expectations because many of you have been hand-selected to participate because of your background and unique skill-set. We are sure that this course will be both challenging and rewarding. It is our goal to build CEBA into a world-class center for information systems implementation.

Tasks and Milestones:

Student grades are determined by completion of twelve tasks, four milestones, four milestone group presentations and four milestone posts. Each assignment must be turned in on time for credit to be given. Project managers will be grading all assignments. Unlike other courses, assignments that do not meet the requirements of the stakeholder must be corrected and turned back in. This is a fundamental part of the iterative nature of the agile methodology of project management.

Each task is worth ten points. Six points will be given for turning in the task on time into Canvas and another four points will be given for making any corrections required by the project manager in charge of the project. Milestones are worth 30 points, 20 points will be given for on-time completion and 10 points for accomplishing all corrections. Milestone posts are worth 15 points and are intended to allow students to express how each milestone was completed. They must be in the form of a tutorial or technical blog that outlines the techniques used to accomplish the milestone. Milestone presentations are worth 25 points and are done the class day before a milestone is due. Presentations are done in groups to show the progress of their given tasks and milestones and allow for student evaluation and feedback.

Course Objectives:

1. Support the mission of the Center for eCommerce and Business Analytics by providing professional level web and database development for current CEBA stakeholders.
2. Understand the different project management and software development methodologies and the advantages and disadvantages of each method.
3. Use the agile family of project management methodologies to accomplish project requirements.

4. Develop skills in communicating effectively with stakeholders and other developers about project requirements and development strategies.
5. Utilize modern technologies to develop, document, and test information systems needed to fulfill project requirements.

Course Materials/Access

We will use Canvas (<http://canvas.instructure.com>) to post course material, including project notes, assignments, grades, etc. Canvas is a learning management system similar to Blackboard (but much more user-friendly). You will receive an email with instructions on how to log in to Canvas if you have registered for the course. It is very important that you access Canvas early and regularly in the semester, since you will be responsible any course material, change, or notification that is posted there.

Software

You will need access to the following software products for this course:

- Microsoft Visual Studio 2010 and the Microsoft .NET Framework 4.0
- SQL Server 2008 (**Not** Express edition included with Visual Studio)

This software is available in the College of Business computer labs. Software can also be downloaded for free at <http://msdnaa.usu.edu> (prior registration is required). To avoid incompatibility issues, you **must** use the versions identified above. Work submitted using other versions of the software will not be accepted. You are encouraged to use your own personal laptop computer if possible.

Required Text:

There are no required text books for this course.

Semester Overview:

(slight modifications may be necessary throughout the semester so check Canvas often)

Date	Day	Details	
Jan 11	Tue	Student and Project Introductions	4:15pm to 5:30pm
Jan 13	Thu	Project Assignments Task 1 Handout	12am 12am
Jan 20	Thu	Task 1	due by 11:59pm
Jan 27	Thu	Task 2	due by 11:59pm
Feb 03	Thu	Task 3	due by 11:59pm
Feb 08	Tue	Milestone 1 Review Milestone 1 Presentation	12am due by 11:59pm
Feb 10	Thu	Milestone 1 Milestone 1 Post	due by 11:59pm due by 11:59pm
Feb 17	Thu	Task 4	due by 11:59pm
Feb 24	Thu	Task 5	due by 11:59pm
Mar 03	Thu	Task 6	due by 11:59pm
Mar 08	Tue	Milestone 2 Review Milestone 2 Presentation	12am due by 11:59pm
Mar 10	Thu	Milestone 2 Milestone 2 Post	due by 11:59pm due by 11:59pm
Mar 17	Thu	Task 7	due by 11:59pm
Mar 24	Thu	Task 8	due by 11:59pm
Mar 31	Thu	Task 9	due by 11:59pm
Apr 05	Tue	Milestone 3 Review	12am

Date	Day	Details	
		<u>Milestone 3 Presentation</u>	due by 11:59pm
Apr 07	Thu	<u>Milestone 3</u> <u>Milestone 3 Post</u>	due by 11:59pm due by 11:59pm
Apr 14	Thu	<u>Task 10</u>	due by 11:59pm
Apr 21	Thu	<u>Task 11</u>	due by 11:59pm
Apr 26	Tue	<u>Course Critic</u>	12am
Apr 28	Thu	<u>Task 12</u>	due by 11:59pm
May 03	Tue	<u>Milestone 4 Presentation</u>	due by 11:59pm
May 05	Thu	<u>Milestone 4</u> <u>Milestone 4 Post</u>	due by 11:59pm due by 11:59pm

Grades will be determined on the following basis:

A	93 – 100%	B	83 – 86%	C	73 – 76%	D	63 – 66%
A-	90 – 92%	B-	80 – 82%	C-	70 – 72%	D-	60 – 62%
B+	87 – 89%	C+	77 – 79%	D+	67 – 69%	F	< 60%

Because this course is offered by invitation only, we have very high expectations of success for each of you. The only way to lose points is by not turning in an assignment. Turning in assignments on time is crucial. So crucial in fact, that not turning in two or more assignments is grounds for being removed from the course. We would expect that each of you is dedicated to turning in quality work on time. This is what the working world will expect and since CEBA seeks to duplicate the working world in every aspect, this is our expectation as well. There is no reason that everyone in the class shouldn't get 100% because each assignment will be reviewed by a project manager and given back with expected changes until they meet the project's requirements.

Professionalism and Ethical Conduct

Professionalism implies positive participation in class discussions and an appropriate attitude for learning. I request that you always demonstrate professionalism in this course, in your work as well as in your conduct. I expect that you will demonstrate professionalism in your work by:

1. Submitting your work on time.
2. Displaying integrity by doing your own work; this course is unique in that each task is specifically designed for you as an individual and customized to the needs of the project and your skill level. This does not mean that plagiarism will not be an issue. You must never use code from the internet without the express permission of the author unless the author specifies otherwise. This includes many open-source projects. The key is learn what the code does and implement it uniquely in your project - always point to the origin of the idea in the documentation as a means of helping other developers know what led you to a solution.
3. Submitting professional work. Your writing should consist of complete sentences and should be free from spelling and grammatical errors. This is crucial because much of what you write will be seen by the stakeholder's themselves.
4. Coming to class regularly and on time. We will typically not take roll and will understand if you need to miss class periodically. However, I expect that you will attend class consistently and notify your project manager when you will be absent.
5. Participating in class discussions, exercises, and presentations.

Comfortable Learning Environment

USU, the MIS Department, and your instructor are all committed to maintaining an inoffensive, non threatening learning environment for every student. Class members (including the instructor) are thus to treat each other politely—both in word and deed. Offensive humor and aggressive personal advances are specifically forbidden. If

you feel uncomfortable with a personal interaction in class, see me for help in solving the problem. The MIS Department head, the dean of the College of Business, and USU's Affirmative Action Office are also available to help as needed.

Disability Accommodation

Students with disabilities are encouraged to discuss their needs with me, preferably during the first week of the semester. All reasonable accommodations will be made to see that disabilities do not restrict your opportunity to learn and participate. Students with physical, sensory, emotional or medical impairments may be eligible for reasonable accommodations in accordance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act of 1973. All accommodations are coordinated through the Disability Resource Center (DRC) in Room 101 of the University Inn, 797-2444 voice, 797-0740 TTY, or toll free at 1-800-259-2966. Please contact the DRC as early in the semester as possible. Alternate format materials (Braille, large print or digital) are available with advance notice.