

Computer Science Capstone 2022 Project Proposals

Capstone offers a meaningful learning experience to our students and allows our valued industry partners to tap into the resources and talents of our students. This presents an excellent opportunity for organizations to develop and recruit talented new graduates with company-specific knowledge. Over a period of four months, our second-year students work in teams on projects proposed by a variety of organizations. Most projects are completed by the end of August. Students may work off-site, at your organization, during the project.

An ideal Capstone Project will have the following attributes:

- The domain of the project falls within the broad spectrum of software development. Projects in unique or specialized areas are especially encouraged.
- Students are responsible for most of the analysis and design decisions. This is an opportunity for students to learn project management skills as well as to apply knowledge gained in systems analysis and software engineering courses. The sponsor may enforce reasonable constraints, especially when the project involves integration to a current system.
- A workload should be sufficient for a team of 2 – 4 students.

Submission deadline for proposals this year is February 4, 2022. Due to the ongoing concerns of the pandemic, we are planning for the projects to be remote but this could change as the year progresses.

Please be sure to read the [handbook](#) for further information on the Capstone process. If you have any questions or additional documents please direct them to:
capstone@camosun.bc.ca or schaeerer@camosun.bc.ca

Thank you!

Contact Information:

Name _____

Company, if any _____

Address: _____

Website, if any: _____

Email Address: _____

Phone Number: _____

Project Information:

Background: (briefly explain the domain and the context in which you are trying to solve).

Objectives: Briefly explain what problem you would like the student to solve, and what constraints and non-functional requirements they should be aware of. Note that detailed functional requirements will be jointly defined between you and the student team early in the project and do not need to be detailed here.

Major Deliverables: Explain what you would need to see to declare success: a prototype, a mobile app, etc.

Special Considerations: You may want to include descriptions of the following:

- If special equipment and tools needed;
- If there are required interfaces already existing; and
- The need for a formal Intellectual Property agreement with the students and faculty are needed.

Is this a continuation of another project?

Yes

No

Main Project area (select all that apply)

Database design and development

System Integration

Technical Programming

Wireless and Mobile Applications

Computer Game Design

Web-based OO application

Website design and management

Virtual;/Augmented reality

Simulation Development

Animation

Other:

What is your preferred team size?

Two members

Three members

Four members

How would you prefer to meet the teams to discuss your projects? This would be the Meet and Greet we hold, very similar to the old "speed dating" concept. :)

In person, on campus

Virtual

Will you be able to connect with us on one of the following days for the meet and greet? (this usually lasts about 4 hours)

February 28th

March 7th

What time of the day do you prefer?

8am - 12pm

1pm - 5pm

Other _____

Confirmation:

I have read and understand the commitment and responsibilities that are associated with the Capstone project as a sponsor.

Agree

Disagree