Computer Science Capstone Requirement for the B.S in Computer Science

The College of Computer and Information Science requires that students in the B.S. in Computer Science have a capstone experience. The purpose of this requirement is that each student should undertake an extended activity that demands a significant individual effort. This criterion does not exclude team projects as long as each student contributes substantial work.

There are two general models for a capstone experience:

Model 1: A substantial programming or design project of at least one month in duration.

Model 2: A research survey project in which the student explores and critically analyzes material beyond what is covered in a course and prepares a document to publicly disseminate what is learned to other members of the college.

The primary method for satisfying the capstone requirement is for students to take an elective course that is designated as a “capstone course” or as a “capstone-enabled course”. A “capstone course” is a course whose normal requirements are such that fulfillment of these requirements will automatically satisfy the capstone requirement. A “capstone-enabled course” is a course in which either there is a course project satisfying the capstone guidelines or in which the students may arrange a special project with permission of the instructor that will satisfy the capstone guidelines. An “independent study” course with number 9xx may also satisfy the capstone requirement provided that the work performed meets one of the two capstone models.

The College of Computer and Information Science will publish in its Undergraduate Student Guidebook a list of capstone and capstone-enabled courses and will specify the paperwork that must be completed to record the fact that the capstone requirement has been fulfilled.