

Course Syllabus


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5926 Integrated Project Design Spring 2025

Instructional Staff Information

Instructors



Instructor	Dr. Erika Olimpiew	Dr. Melissa Cameron
Office	ICAB1 3728	ICAB1 3730
Office hours	3:00-4:00 PM W or by appointment	By appointment
E-mail	eolimpie@vt.edu	melissacameron@vt.edu

GTAs

GTAs	Office	Office Hours	E-mail
Siddhi Kasera		Monday 3 to 5 PM and Wednesday 12 to 3 p.m	siddhikasera@vt.edu

WISE Students

Office: The office room number will be updated soon. Until then, we will be holding office hours exclusively via Zoom.

	Offline	Online Alternative formats	Zoom Link
Ruba Vignesh Balaji	<ul style="list-style-type: none"> • Mon: 11am - 2pm • Tue: 12pm-1pm • Thurs: 1pm-3pm 	<ul style="list-style-type: none"> • Fri, Sun: 11am-1pm 	https://virginiatech.zoom.us/j/5924832395  https://virginiatech.zoom.us/j/5924832395
Sona Grace John	<ul style="list-style-type: none"> • Tue, Wed: 1pm-3pm • Thurs: 11am-1pm 	<ul style="list-style-type: none"> • Fri, Sat: 9am-11am 	https://virginiatech.zoom.us/j/5924832395  https://virginiatech.zoom.us/j/5924832395
Ashutosh Pochamreddy	<ul style="list-style-type: none"> • Mon, Tue, Wed: 3pm-5pm 	<ul style="list-style-type: none"> • Thurs, Fri: 3pm-5pm 	https://virginiatech.zoom.us/j/5924832395  https://virginiatech.zoom.us/j/5924832395

Communication

Please direct all email communication to the class email:

pbl-f24-staff@groups.office365.vt.edu

Preferred order of communication:

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- Canvas
 - Make sure to check the homepage, announcements, files, the tentative schedule and assignments often!
 - You may also receive emails from the instructional staff through Canvas
- Piazza
 - Consider posting on Piazza first if the question is not confidential
- Email
 - Use the class email for personal or confidential communications. For example, if you have to miss class for a personal reason, or if it's related to questions you have about a grade you received.
 - You may contact the instructional staff individually at their respective email addresses (see above) but you may get a faster response using the class email address **pbl-f24-staff@groups.office365.vt.edu**
 - Emails sent to the instructional staff will generally be answered within 2 business days
 - *Exceptions* include but are not limited to:
 - Emails, sent to the instructional staff, regarding information that is easily available through the Canvas site (for example the date of the final) or previously distributed to students through email (for example information about optional preparation for the semester) may not receive an answer.
 - Unanticipated emergencies
- Office Hours
 - If you have questions, you may go to the office hours of the instructional staff using the means specified above for each instructional staff member.
 - In order to provide equitable access to the instructional staff, the length of time and/or the number of times (within a specific time period) you may attend office hours may at times be limited.

Where to find information

Being a professional requires being mindful of others' time, therefore before sending an email or attending office hours, try to find the answer to the question yourself. You can use a number of resources available to you:

- If the question is related to class administration, check the syllabus, schedule and announcements on Canvas (including Piazza).
- If the question is related to recent information, check Canvas (including announcements and Piazza) lecture slides as well as previous emails sent to you.
- If the question is assignment-related, check Canvas (including announcements and Piazza), lecture slides and emails sent to you.
- If you have a general question that has not already been addressed on Canvas, in email or from the lecture slides, post your question to the appropriate section of Piazza.
- **Grade-Related Questions:** If you have a question specific to you or your grade, email it to the instructional staff.
- If you have a question that is beyond the scope of an email, consider coming to office hours or scheduling an appointment.



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Course Information

Course Description

Provides in-depth study and significant code development as part of a focused implementation of team-based, technical projects begun in CS 5925. Software Design and Quality first principles and tools will be studied and applied to the evolution of software project-based designs. Projects will be fully integrated throughout the course and drive the accelerated, advanced development of demonstrable project prototypes begun in CS 5925. Learning outcomes cover 1) Software Design and Quality fundamentals; and 2) Project-driven design, development, and implementation of a Minimum Viable Product (MVP) including unit, comprehensive, and regression testing of software used in project evaluation (e.g., testing harness). Advanced application of team management, ethics, and professionalism principles learned in CS 5925 provide a foundation for iterative development, analysis, and assessment of project design and implementation.

Prerequisites/Corequisites

Prerequisites: Graduate student in good standing and a graduate-level proficiency in English. CS5704 Software Engineering and CS 5024 Ethics and Professionalism or equivalent.

- Course credit will not be awarded for both CS 5925 and CS 5704 Software Engineering.
- Course credit will not be awarded for both CS 5925 and CS 5024 Ethics and Professionalism.

Knowledge Expectations: Proficiency in a high-level programming language (i.e. Python, Java, C/C++, JavaScript, etc.) for use in your project. Any examples given in class will be in Java.

Learning Outcomes

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Having successfully completed this course, the student will be able to:

1. Generate project design ideas and stretch goals to address open-ended social and/or individual challenges and identify and analyze user and stakeholder needs.
2. Propose and demonstrate software project design concepts in a variety of visual forms for stakeholders.
3. Develop a minimum viable implementation from a software project design and analyze the ethical consequences throughout the process.
4. Employ processes used to move software project development from design concept to economically viable project with the requisite business model.
5. Effectively communicate relevant project development information to appropriate audiences.
6. Display skills and attitudes needed in successful interdisciplinary project development teams and apply conflict avoidance and resolution team management strategies.
7. Employ industry standard software development tools and processes and document approach to all aspects including team management, individual performance assessments, etc.
8. Create a high-level software design based on the course project and write a design rationale that justifies design choices.
9. Evaluate software designs using a rubric and critique the strengths and weaknesses.
10. Develop and evaluate software metrics and test plans traceable documentation for the course project.

Course Structure/Format

The course will be focused around working in teams on the creation of a product. It will cover the information taught in Software Quality and Design as well as teamwork and professionalism skills. It will consist of traditional lecture presentations, practical workshop-style learning experiences, and more in-depth theoretical discussions about quality, design, testing, and professionalism topics.

Course Materials

Primary Texts (required)

None.

Secondary Readings

Many of the lectures and discussions will require readings from [Alternative formats](#) and/or research papers. These will be identified prior to the appropriate class. They will be available through the VT Library or they will be provided to you directly through links.

Technology Requirements

Hardware

Virginia Tech provides [technology requirements and recommendations \(https://www.compreq.vt.edu/\)](https://www.compreq.vt.edu/) for computer hardware. Among other things, this includes a computer with a working camera and microphone.

Software

- GitHub/GitLab
- An Integrated Development Environment (IDE) or Text editor
- AWS
- Any languages, programs or software your team deems necessary.

Attendance/Participation

Attendance and active participation are not only expected by the university and the instructional staff, they are a mark of professionalism. As such, a lack of attendance and/or participation may negatively impact your grade (see Grading -> Overall). Additionally, there may be unannounced graded in-class assignments in any class period.

However, **if you are sick or test positive for COVID-19: DO NOT COME TO CLASS!** Contact the instructor for prolonged absences or as needed for specific personal issues.

Time and Effort Expectations

The amount of weekly outside work for a graduate CS course is heavy. Consider that it's common for undergraduate STEM courses, including CS, to require 3-4 hours (weekly) outside of class per credit hour. This number is often higher for graduate classes.

- Keep in mind that this course is **6 credit hours, or the equivalent of 2 courses.**
- **So, assuming 3-4 hours outside of class per credit hour, you should expect to spend 18-24 hours or more outside of class depending on your experience, efficiency, etc.**

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6 credit hours times 3-4 hours per credit equals 18-24 hours expected

Some comparisons:

“STEM classes often require 3-4 hours, per credit hour, of studying to be successful.” - UIUC

“Three credit units require students to work on that course for about [3 hours outside class per credit per week]Note also that the definition is for a minimum amount of student work per credit (‘no less than’).” - Cal Poly

“dedicate six hours a week for each credit hour you take — so for a standard three credit class, you can expect to spend 18 hours per week” - ASU (OK, even the instructional staff think this one is a bit high.)

Grading

This course uses a percent-based grading schema for the following categories of deliverables:

Category	Percent
Project	65%
Initial Project Planning	6%
Testing Documents	6%

Sprint Deliverables	30%
Lightning Presentations	5%
Final Presentation	6%
Final Write-up	12%
In-class Workshops	20%
Assignments	15%

A callout box with a white background and a grey border, containing the text "Alternative formats". It has a small tail pointing towards the "Lightning Presentations" row of the table above.

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Overall

Professionalism. Unprofessional electronic communication, unprofessional assignment submissions or unprofessional in-person behavior, including a lack of attendance or participation, may result in a 0 or a negative grade adjustment on the appropriate assignment or even a student's overall grade.

Assignments. Information about assignments may be provided early in the semester even though they will not be assigned until later. This information is provided for planning purposes only. No assignment is binding until it is actually assigned. There may be additional assignments given for which information was not provided early in the semester.

Grading Questions or Re-grading requests. Any questions, concerns, disputes, or requests to review any aspect of how an assignment was graded must be made within 1 calendar week (168 hours) except for assignments returned during the last week of classes or after classes end as these, of necessity, may have shorter deadlines.

Project

Students will be expected to begin work on a 3-semester project over the course of this semester. Teams of 5 students (as much as class enrollment will allow) will be expected to use principles of quality design and testing on their project, with various project milestones and deliverables due throughout the semester. The specific details and rubrics for the project deliverables will be announced later during the class.

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Although the project may be continued for an additional semester, nothing in this syllabus or class is binding on any other semester.

Workshops

Workshops are in-class activities designed to help students gain practical hands-on experience with topics discussed in class. Workshops not completed in class should be completed by the Sunday following the class in which the workshop was conducted. Each workshop will provide specific submission details.

Homeworks

The homework assignments for the course may provide a mix of technical problems, workshops, readings, critical analysis, lecture review questions, discussion preps, discussion notes, peer reviews and teamwork/professionalism tasks and reflections. They may also be announced or unannounced assignments given in class (referred to as **In-class assignments**). All homeworks (other than completely in-class assignments) will be due on Sunday by 11:59 pm on the appropriate week unless otherwise indicated.

Grading Scale

This course uses the following grading scale:

Low Letter High

$93.0 \leq A < 100.0$

$90.0 \leq A- < 93.0$

87.0 ≤ B+ < 90.0

83.0 ≤ B < 87.0

80.0 ≤ B- < 83.0

77.0 ≤ C+ < 80.0

73.0 ≤ C < 77.0

70.0 ≤ C- < 73.0

65.0 ≤ D < 70.0

0 ≤ F < 65.0

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Course Schedule

A tentative detailed schedule for the semester is available through a link on the Canvas homepage. **Please note** that the course schedule is subject to change.

Course Policies

Late/Missed Assignments

Late submissions will be allowed with a 10% deduction per day. For group assignments this may apply to all students in the group.

Students are allowed one missed **in-class assignment** (this does not include work-shops, project deliverables, homeworks or any

assignments that are not confined to one class period) to be dropped to allow for unexpected emergencies.

Individual grading of group assignments

Some group assignments may have portions graded individually for **Alternative formats**. These may rely on author documents, team member evaluations, code reviews etc.

Teamwork expectations

All team members are expected to be professional, pleasant to work with, meet agreed-upon expectations and implement teamwork principles from IPD I and IPD II. Should any team issues arise that teams are unable to handle, team members must report the issues promptly (at least by the next Team Member evaluation) to instructional staff.

Student Concerns

You must inform your instructor as soon as possible of anything that may prevent you from completing coursework and exams as well as any other concerns that you may have.

Student Conduct

Students are expected to be respectful of classmates and teaching staff. (*See the Netiquette and University Policies section below*).

Netiquette

Adapted from material from Dr. Chris Brown as well as NC State Netiquette (<https://ethics.csc.ncsu.edu/speech/netiquette/>)

Netiquette is the term used to describe the special set of rules for online communication. Higher education provides you with a training ground prior to entry into the work environment for your chosen career. You will use many of the following rules of “netiquette” when you are communicating with colleagues, your supervisor, or clients in the working world. Please observe etiquette when communicating with the teaching staff and your peers throughout the duration of this course.

Professionalism

Students are expected to conduct themselves in a respectful and professional manner at all times. Students are expected to act professionally both in person and electronically with all members of the teaching staff and their classmates. Communication, both

written and verbal, should be respectful and should never include derogatory comments about yourself or others. All criticism (of yourself, the course, instructor, TAs, fellow students, resources, etc.) should be constructive and provide feedback for improvement. Guidelines for electronic communication are listed in the section below.

Report any unprofessional behavior by a class member to the instructional staff.

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Unprofessional electronic communication on course forums may result in suspension from the course forum and possible grade penalties. Unprofessional in-person behavior, including a lack of participation, may result in a conference with the instructional staff and possible grade adjustments for all involved parties. Any unprofessional behavior may also be reported to any appropriate Virginia Tech Departments.

You should have the same tone of professionalism in all of your submitted work (e.g., code documentation, variable names, git commits).

Electronic Communication

We look forward to receiving emails and message board posts about any questions you have about the class, materials, exams, and exercises. Professionalism includes being able to work independently, researching and finding answers to questions, and being mindful of others' time. Therefore, before sending an email, try to find the answer to the question by using various references already available to you.

The tone of email or piazza messages should be professional. Re-read your message before you press "Send". If you have several questions or items, please number them for ease of reading. The response will also be easier to understand. Also, please spell check and correct spelling/grammatical errors.

University Policies

If any information about University policies provided here is in conflict with the university policies on the Virginia Tech websites, the Virginia Tech websites supersede this information.

Academic Integrity and Honesty

Students are required to comply with the university policy on academic integrity. For additional information about the Honor Code,

please visit: <https://www.honorsystem.vt.edu/> (<https://www.honorsystem.vt.edu/>).

The Undergraduate Honor Code pledge that each member of the university community agrees to abide by states:

“As a Hokie, I will conduct myself with honor and integrity at all Alternative formats lie, cheat, or steal, nor will I accept the actions of those who do.”

Students enrolled in this course are responsible for abiding by the Honor Code. A student who has doubts about how the Honor Code applies to any assignment is responsible for obtaining specific guidance from the course instructional staff before submitting the assignment for evaluation. Students are strongly discouraged from misusing sites such as Chegg and CourseHero, as well as misusing ChatGPT and other Generative Artificial Intelligence. Review the Additional OpenAI guidelines provided for this course. Students are strongly encouraged to consult their faculty members regarding the use of such outside materials as the misuse of these sources may constitute a violation of the Honor Code. Ignorance of the rules does not exclude any member of the University community from the requirements and expectations of the Honor Code.

All members of the University community, students, faculty and other employees, have the responsibility to report academic misconduct to the appropriate authority.

All work that you turn in for grading must be your own! This means that all work must be an independent and individual creation by you or in the case of paired/team assignments; all work must be an independent and individual creation by you and your assigned partner or assigned teammates. Any attempt to gain an unfair advantage in grading, whether for yourself or another, is a violation of academic integrity. You may only work on an assignment with another student(s) in the class if explicitly stated in the assignment.

All assignments submitted shall be considered “graded work” and all aspects of your coursework are covered by the Honor Code unless specified otherwise. All assignments are to be completed individually unless otherwise specified.

Commission of any of the following acts shall constitute academic misconduct. This listing is not, however, exclusive of other acts that may reasonably be said to constitute academic misconduct. Clarification is provided for each definition with some examples of prohibited behaviors in the Undergraduate Honor Code Manual located at <https://www.honorsystem.vt.edu/> (<https://www.honorsystem.vt.edu/>)

- **CHEATING:** Cheating includes the intentional use of unauthorized materials, information, notes, study aids or other devices or materials in any academic exercise, or attempts thereof.

- **PLAGIARISM:** Plagiarism includes the copying of the language, structure, programming, computer code, ideas, and/or thoughts of another and passing off the same as one's own original work, or attempts thereof.
- **FALSIFICATION:** Falsification includes the statement of any untruth, either verbally or in writing, with respect to any element of one's academic work, or attempts thereof.
- **FABRICATION:** Fabrication includes making up data and results, and recording or reporting them, or submitting fabricated documents, or attempts thereof.
- **MULTIPLE SUBMISSION:** Multiple submission involves the submission for credit – without authorization from the instructor receiving the work – of substantial portions of any work (including oral reports) previously submitted for credit at any academic institution or attempts thereof.
- **COMPLICITY:** Complicity includes intentionally helping another to engage in an act of academic misconduct, or attempts thereof.
- **VIOLATION OF UNIVERSITY, COLLEGE, DEPARTMENTAL, PROGRAM, COURSE, OR FACULTY RULES:** The violation of any University, College, Departmental, Program, Course, or Faculty Rules relating to academic matters that may lead to an unfair academic advantage by the student violating the rule(s).

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Why is Academic Integrity Important?

(Adapted by Dr. Chris Brown from Matt Stallmann, Sarah Heckman, and Mitchell Wand)

Would you want to fly in a plane whose controller software was designed and implemented by a group of people who had never demonstrated the persistence, attention to detail, and ability to deal with negative feedback from compilers, linkers, etc., that it takes to design, implement, and debug a program on their own?

Academic misconduct affects you, your peers, the CS department, the university, all students who have ever graduated from VT with a CS degree, and all users of software products to which you contribute. When you receive a degree from Virginia Tech:

- The degree represents the university's certification that you have demonstrated certain skills and knowledge in your degree program.
- Your grade in a course represents the instructor's certification that you have demonstrated certain skills and knowledge in the specific course.

When an employer sees your degree from Virginia Tech, they expect you to be able to demonstrate certain skills and knowledge. If a student graduates with a CS degree and performs poorly, the value and reputation of a CS degree from VT is negatively affected.

In industry, intellectual property (IP) rights are crucial in software and product development. Rules regarding IP are similar to rules outlining academic integrity. Employees who “cheat” or violate copyrights or other IP rights can cost the employer large sums of money. In addition, even though you will likely work on a team in industry, completion of the CS degree program includes demonstrating skills to work effectively on teams. For example, students should demonstrate individual skills, integrity to take responsibility for one’s own work, and the ability to recognize clear boundaries between one’s own contributions and those of others.

What are the Consequences of Academic Misconduct?

“If you have questions or are unclear about what constitutes academic misconduct on an assignment, please speak with the instructional staff. We take the honor code very seriously in the course. The normal sanction we will recommend for a violation of the Honor Code is an F* sanction as your final course grade. The F represents failure in the course. The “*” is intended to identify a student who has failed to uphold the values of academic integrity at Virginia Tech. A student who receives a sanction of F* as their final course grade shall have it documented on their transcript with the notation “FAILURE DUE TO ACADEMIC HONOR CODE VIOLATION.” You would be required to complete an education program administered by the Honor System in order to have the “*” and notation “FAILURE DUE TO ACADEMIC HONOR CODE VIOLATION” removed from your transcript. The “F” however would be permanently on your transcript.”

All cases of academic misconduct may be reported to the [Office of Student Conduct \(https://studentconduct.vt.edu/\)](https://studentconduct.vt.edu/).

Honor Pledge

The Virginia Tech honor code pledge for assignments is as follows:

“I have neither given nor received unauthorized assistance on this assignment.”

The pledge is to be written out on all graded assignments at the university and signed by the student. The honor pledge represents both an expression of the student’s support of the honor code and a commitment to uphold the academic standards at Virginia Tech.

Supporting Fellow Students in Distress

As members of the Virginia Tech community, we each share a personal responsibility to express concern for one another and to ensure that this classroom and the campus as a whole remains a safe environment for learning. Occasionally, you may come across a fellow classmate whose personal behavior concerns or worries you. When this is the case, you are encouraged to report this behavior to the [Virginia Tech Dean of Students Complaints and Concerns website \(https://dos.vt.edu/concerns.html\)](https://dos.vt.edu/concerns.html). Although you can report

anonymously, it is preferred that you share your contact information so they can follow-up with you personally.

Course Evaluations

There may be several opportunities to provide course feedback during the semester including the SPOT survey at the end of course. The information provided will be anonymous. Extra credit may be offered for participation.

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Syllabus Modification Statement






This syllabus represents a flexible agreement between the student and instructional staff. It outlines the policies and procedures of the course. Modifications to the syllabus (except for the schedule) will be limited as much as possible and will only occur when; 1) necessitated by unexpected emergencies (including but not limited to school closures, requirements for distance learning etc), negative student behaviors, student's content mastery at a rate different than expected and other unforeseen issues; 2) mutually agreed upon by instructor and students based on things including, but not limited to, course evaluations or student topic interests. Syllabus changes will be communicated to all students through Canvas or email and will not take effect until after communicated.









Schedule Modification Statement









The schedule is a tentative outline of the course. It generally outlines the topics we plan to cover. The exact topics as well as the order of the topics is subject to change. Whether assignments are assigned as well as the dates for assignments, class activities, due dates, etc on the schedule are tentative and subject to change until actually assigned. After an assignment is given the due date can only be changed to a later date. This may occur based on student mastery and interests, unexpected school closures etc. If there is a conflict between the due date on an assignment and the tentative schedule, the due date on the assignment is the correct date.








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





Course Summary:









Date	Details	Due
Sun Jan 26, 2025	 Research Consent (https://canvas.vt.edu/courses/204929/assignments/2337574)	due by 11:59pm
Thu Jan 30, 2025	 Integrated Project Design II Group Meetings on Thursday, January 30th (https://canvas.vt.edu/calendar?event_id=1776609&include_contexts=course_204929)	11am to 12:15pm
Sun Feb 2, 2025	 How to Shape an Effective Team Workshop (https://canvas.vt.edu/courses/204929/assignments/2328887)	due by 11:59pm
	 Project Management Document (https://canvas.vt.edu/courses/204929/assignments/2337588)	due by 11:59pm
	 Updated Team Contract (https://canvas.vt.edu/courses/204929/assignments/2315465)	due by 11:59pm







Date	Details	Due
Thu Feb 6, 2025	 Integrated Project Design II Group Meetings (https://canvas.vt.edu/calendar?event_id=1793625&include_contexts=course_204929) Alternative formats	11am to 12:15pm
Sun Feb 9, 2025	 Team Member Evaluation - Sprint 1 (https://canvas.vt.edu/courses/204929/assignments/2315464)	due by 11:59pm
Sun Feb 9, 2025	 Sprint 1 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2315460)	due by 11:59pm
Mon Feb 10, 2025	 Integrated Project Design II class on 2/10/25 (Hybrid) (https://canvas.vt.edu/calendar?event_id=1797168&include_contexts=course_204929)	11am to 12:15pm
Thu Feb 13, 2025	 Integrated Project Design II Group Meetings (https://canvas.vt.edu/calendar?event_id=1800073&include_contexts=course_204929)	11am to 12:15pm
Thu Feb 20, 2025	 Integrated Project Design II Group meetings on 2/20/25 (https://canvas.vt.edu/calendar?event_id=1811079&include_contexts=course_204929)	11am to 12:15pm
Sun Feb 23, 2025	 Sprint 2 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2315461)	due by 11:59pm
Sun Feb 23, 2025	 Team Member Evaluation - Sprint 2 (https://canvas.vt.edu/courses/204929/assignments/2318535)	due by 11:59pm

Date	Details	Due
Mon Feb 24, 2025	 Workshop [UX - Interview Request] https://canvas.vt.edu/courses/204929/assignments/2363141	due by 11:59pm
Thu Feb 27, 2025	 Integrated Project Design II Group Meetings on 2/27/2025 (https://canvas.vt.edu/calendar?event_id=1813848&include_contexts=course_204929)	11am to 12:15pm
Sun Mar 2, 2025	 KWIC in-class assignment (https://canvas.vt.edu/courses/204929/assignments/2367139)	due by 11:59pm
Wed Mar 5, 2025	 Midterm Presentation (https://canvas.vt.edu/courses/204929/assignments/2368662)	due by 11:59pm
Thu Mar 6, 2025	 Integrated Project Design II Midterm Presentation (https://canvas.vt.edu/calendar?event_id=1819602&include_contexts=course_204929)	11am to 12:15pm
Fri Mar 7, 2025	 Project Software Design Evaluation https://canvas.vt.edu/courses/204929/assignments/2367150	due by 11:59pm
Sun Mar 9, 2025	 Sprint 3 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2315462)	due by 11:59pm
Sun Mar 16, 2025	 Sprint 3 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2353556)	due by 11:59pm

Date	Details	Due
	 <u>Team Member Evaluation - Sprint 3</u> https://canvas.vt.edu/courses/204929/assignments/2367849	due by 11:59pm
	 <u>Testing Plan</u> (https://canvas.vt.edu/courses/204929/assignments/2370345)	due by 11:59pm
Thu Mar 20, 2025	 <u>Integrated Project Design II Group Meetings on March 20th, 2025</u> (https://canvas.vt.edu/calendar?event_id=1824222&include_contexts=course_204929)	11am to 12:15pm
Thu Mar 27, 2025	 <u>Integrated Project Design II Group meetings on 3/27/25</u> (https://canvas.vt.edu/calendar?event_id=1831736&include_contexts=course_204929)	11am to 12:15pm
Sun Mar 30, 2025	 <u>Sprint 4 Deliverable</u> (https://canvas.vt.edu/courses/204929/assignments/2376417)	due by 11:59pm
	 <u>Team Member Evaluation - Sprint 4</u> https://canvas.vt.edu/courses/204929/assignments/2376533	due by 11:59pm
	 <u>In class assignment - Structural and Data flow testing</u> (https://canvas.vt.edu/courses/204929/assignments/2377782)	due by 11:59pm

Date	Details	Due
Thu Apr 3, 2025	 Integrated Project Design II Group Meetings on April 3rd (https://canvas.vt.edu/calendar? event_id=1836507&include_contexts=course_204929) Alternative formats	11:15am to 12:30pm
Sun Apr 6, 2025	 In-class assignment Automated Testing tools (https://canvas.vt.edu/courses/204929/assignments/2381453)	due by 11:59pm
Wed Apr 9, 2025	 ML Model and Ethical Implications (https://canvas.vt.edu/courses/204929/assignments/2382644)	due by 11:59pm
Thu Apr 10, 2025	 Integrated Project Design II Group Meetings on Thursday, April 10th (https://canvas.vt.edu/calendar? event_id=1839555&include_contexts=course_204929)	11:15am to 12:30pm
Sun Apr 13, 2025	 Team Member Evaluation - Sprint 4 (https://canvas.vt.edu/courses/204929/assignments/2376533) (1 student)	due by 11:59pm
Sun Apr 13, 2025	 Sprint 5 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2376550)	due by 11:59pm
Sun Apr 13, 2025	 Team Member Evaluation - Sprint 5 (https://canvas.vt.edu/courses/204929/assignments/2376566)	due by 11:59pm
Sun Apr 13, 2025	 Automated Website Testing Workshop (https://canvas.vt.edu/courses/204929/)	due by 11:59pm

Date	Details	Due
	assignments/2383795	
Wed Apr 16, 2025	 Workshop [Networking Alternative formats] https://canvas.vt.edu/courses/204929/assignments/2385519	due by 11:59pm
Thu Apr 17, 2025	 Integrated Project Design II Group Meetings (https://canvas.vt.edu/calendar?event_id=1842131&include_contexts=course_204929)	11am to 12:15pm
Thu Apr 24, 2025	 Integrated Project Design II Group Meetings on April 24th (https://canvas.vt.edu/calendar?event_id=1843777&include_contexts=course_204929)	11am to 12:15pm
	 Sprint 5 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2385723)	due by 11:59pm
	 Sprint 6 Deliverable (https://canvas.vt.edu/courses/204929/assignments/2376562)	due by 11:59pm
	 Team Member Evaluation - Sprint 6 (https://canvas.vt.edu/courses/204929/assignments/2376569)	due by 11:59pm
Tue Apr 29, 2025	 Poster (https://canvas.vt.edu/courses/204929/assignments/2385734)	due by 11:59pm
Wed Apr 30, 2025	 Workshop [Planning Your Future Goals] (https://canvas.vt.edu/courses/204929/assignments/2393104)	due by 11:59pm

Date	Details	Due
Thu May 1, 2025	 <u>Integrated Project Design II group meetings on May 1st</u> (https://canvas.vt.edu/calendar?event_id=1848739&include_contexts=course_204929) <div data-bbox="1016 224 1335 321" style="border: 1px solid gray; padding: 2px; display: inline-block; margin-left: 10px;">Alternative formats</div>	11:15am to 12:30pm
Fri May 2, 2025	 <u>90 Second Teaser Video</u> (https://canvas.vt.edu/courses/204929/assignments/2385719)	due by 11:59pm
Sun May 4, 2025	 <u>Final Presentation</u> (https://canvas.vt.edu/courses/204929/assignments/2385721)	due by 11:59pm
Wed May 7, 2025	 <u>Integrated Project Design II Office Hours on 5/7</u> (https://canvas.vt.edu/calendar?event_id=1852123&include_contexts=course_204929)	11am to 12:15pm
	 <u>Final Team Member Evaluation</u> (https://canvas.vt.edu/courses/204929/assignments/2394456)	due by 11:59pm
	 <u>Final Product Submission</u> (https://canvas.vt.edu/courses/204929/assignments/2385718)	due by 11:59pm