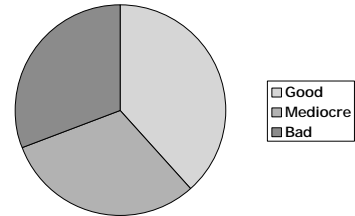


CS491B Software Design Lab

Some Observations on Past CS491 Projects

Chengyu Sun
California State University, Los Angeles

CS491B in Fall 2004



Successful Projects

- ◆ Motivated individual
 - target real application or business needs
 - enjoy what they do
- ◆ Well defined and managed project
 - clear requirements and goals
 - realistic schedule and plan

Mediocre Projects

- ◆ Reasonable idea but not enough effort in implementation
- ◆ Bad idea but the results/presentations look decent

Bad Projects

- ◆ Project ideas are problematic
 - too ambitious
 - too trivial
 - no direction or wrong direction
- ◆ Lack of efforts in both design and implementation

What We're Going To Do This Time

- ◆ Re-evaluate projects
 - Idea?
 - Goal?
 - Background knowledge?
 - Schedule?
- ◆ Demo every two weeks

Good Projects Can Be Very Rewarding

- ◆A
- ◆Fun and sense of achievement
- ◆Portfolio and experience
- ◆Showcase at Industry Advisory Meeting (IAB)