Syllabus
CS 490: Senior Seminar
Fall 2015 Room PS-140

Instructor
Steve Price Office: GMCS 464
sprice@mail.sdsu.edu Tuesday Thursday 8:15 – 9:15pm
Or GMCS 408 our lab by appointment

(*) I am usually on campus Tuesday and Thursday in the afternoon by 3:45pm. If my regular office hours are not convenient for you, please contact me (e-mail is easiest) to arrange a different time.

Learning Objectives

After completing this course, you will be able to

● design oral presentations on technical and other computer-related topics;
● create and use visual aids to enhance your presentations;
● select and use a presentation style that suits you and the material you are presenting;
● Communicate effectively with your audience while delivering a presentation.

Course Requirements

Each member of the class must prepare and deliver three oral presentations on topics related to Computer Science. One of these must consist of primarily technical material, and another must be concerned with some social, legal, or ethical aspect of computing. The third presentation may be on any topic you choose (as long as it is related to Computer Science). Presentations should be 15–20 minutes long. Your second and third presentations in this course may be recorded (video and audio) so that you can observe and refine your own presentation style.

During the first few class meetings, we will look at sample presentations and talk briefly about preparing and delivering presentations. If you want more suggestions and guidelines, you might consider the on-line tutorials at http://www.kumc.edu/SAH/OTEd/jradel/effective.html.

I recommend that you present topics about which you have some special interest or knowledge. You could also base your presentations on papers that you find in sources such as Computer or Communications of the ACM. Please see me individually if you have questions about whether a topic is suitable, or if you need help in finding a topic to present. Here are some examples of topics that were presented in past semesters:

Digital Image Processing Video Game Design
Intel or Arm Chip technology HTTP/TSL/SSL Protocol Improvements
Climate Prediction Models	Computers in Law Enforcement
Gambling on the Internet	Virtual Retinal Displays
Internet Addiction	Software Piracy

Here are some examples of more current topics of interest to me.

Augmented / Virtual Reality	Open Source Software
DMR and Piracy	Crypto currency
Cloud Computing	Mobile Applications
GIS and Web Mapping	Big Data
Meteor	Javascript or JS Frameworks

Additional Requirements:

You will take the major preparation exit exam just before the Thanksgiving Holiday. Further detail will be given in class.

Grading

Your course grade will be calculated (approximately) as follows:

Oral presentations 70%
Class participation 30%

Class Guidelines

1. During the second class meeting, we will agree on a schedule of presentations for the semester. This schedule (including any revisions) will always be available on the class Blackboard site. It is very important that you be ready to deliver a presentation when you are scheduled; if something interferes with this, please let me know as soon as possible. Late presentations (without an acceptable reason) will be penalized.

2. Part of your course grade will be based on class participation (giving other people feedback on their presentations). This means that class attendance is important! As a courtesy to other speakers, please make every effort to be in class on time (or even a few minutes early).

3. I encourage you to use PowerPoint or some other type of software in your presentations. The classroom currently has PowerPoint 2003 for the PC and PowerPoint 2004 for the Mac. It is also possible to connect your own laptop in the classroom, if you prefer to do this. Be sure to try the software and equipment in the classroom (before the day of your presentation) to check that everything is working properly. Please contact me to arrange a time to do this.