

國立中山大學資訊工程學系

九十五學年度第六次課程委員會議紀錄

時間：九十六年一月三日（星期三）十二時

地點：電資大樓 F5025 室

主席：賴威光主任

記錄：陳素馨

出席：范俊逸教授、柯正雯教授、蔣依吾教授

壹、主席報告到會人數已達法定人數，隨即宣佈開會。

貳、主席報告議程，並徵詢有無異議：無異議。

參、主席致詞：無。

肆、確認九十五學年度第四次課程委員會議紀錄：確認。

伍、報告事項：無

陸、討論事項及決議：

- 一、案由：討論大四吳宗衡同學由國外選修 senior project 來替代本系「專題製作(二)」課程。

說明：因該生在國外修課的 Adviso 有來信說明學生修該門課的內容(詳如附件一)。

決議：通過該生所修 Capstone 課程可抵免本系「專題製作(二)」課程。

- 二、討論課程外審委員范國清教授已回覆意見，詳如附件二。

決議：以建議辦理，並請助理詢問校內各系是否有開授「工程倫理」及「專利智慧財產」相關課程，如有開設，請公告。

- 三、案由：校方以上課時數來收學分費，因應校方政策是否須調整本系必修課程中少數的課程學分數與上課時數相同，提請討論。

決議：暫不調整。

柒、臨時動議：無

捌、散會（十二時四十五分）

Subject: Tsung-Heng Wu - Capstone Course
From: "Megan Reardon" <mreardon@cs.washington.edu>
Date: Tue, 19 Dec 2006 13:50:39 -0800
To: <caling@cse.nsysu.edu.tw>
CC: "Tsung-Heng Wu" <mikewuth@cs.washington.edu>

Hello, Mrs. Chen.

I am writing on behalf of Tsung-Heng Wu, who is visiting the University of Washington as an exchange student this year. He has asked me to write to provide you with additional information on our capstone courses, as he would like to take either our Tablet PC or Operating Capstone courses to meet his senior project requirement at your university.

In the Department of Computer Science & Engineering at the UW, the capstone courses are our senior projects. While students sign up for them like a regular course, the capstone experience is actually always project based, and the students typically work in teams to create something new. The goal is for students to take a culmination of what they have learned in the program and apply it to a specific project. You can see a sampling of the courses we offer and videos of recent projects here:
<http://www.cs.washington.edu/education/ugrad/current/Capstone.html>. It's amazing what the students accomplish in only 11 weeks. In many cases, capstone courses simulate, as much as they can, what it would be like to be working on a project with a team in industry, faced with same kinds of constraints, deadlines, etc. At the end of the project experience, the teams typically write a paper and give a presentation on their work. While I don't have a syllabus for the operating systems capstones, you can view the course plan for the Tablet PC capstone this winter <http://www.cs.washington.edu/education/courses/481b/07wi/>. Please let me assure you that these are incredibly rigorous and time-consuming courses. Students often take fewer courses the quarter they enroll in a capstone to accommodate the workload.

I hope this helps give you a better understanding of our capstone course. Please don't hesitate to email me if you have additional questions.

Best wishes,

Megan

Megan Reardon
Undergraduate Advisor
UW Computer Science & Engineering
<http://www.cs.washington.edu/>

1. 審核是否可用 Capstone 課程代替

Senior Project 來作為專題 = 的

抵免課程

2. 吳宗衡 手機 (206) 3848918

5時40分 11月

(素馨)臆婷

寄件者: Megan Reardon [mreardon@cs.washington.edu]

寄件日期: 2006年12月20日星期三 上午 5:51

收件者: caling@cse.nsysu.edu.tw

副本: Tsung-Heng Wu

主旨: Tsung-Heng Wu - Capstone Course

Hello, Mrs. Chen.

I am writing on behalf of Tsung-Heng Wu, who is visiting the University of Washington as an exchange student this year. He has asked me to write to provide you with additional information on our capstone courses, as he would like to take either our Tablet PC or Operating Capstone courses to meet his senior project requirement at your university.

In the Department of Computer Science & Engineering at the UW, the capstone courses are our senior projects. While students sign up for them like a regular course, the capstone experience is actually always project based, and the students typically work in teams to create something new. The goal is for students to take a culmination of what they have learned in the program and apply it to a specific project. You can see a sampling of the courses we offer and videos of recent projects here: <http://www.cs.washington.edu/education/ugrad/current/Capstone.html>. It's amazing what the students accomplish in only 11 weeks. In many cases, capstone courses simulate, as much as they can, what it would be like to be working on a project with a team in industry, faced with same kinds of constraints, deadlines, etc. At the end of the project experience, the teams typically write a paper and give a presentation on their work. While I don't have a syllabus for the operating systems capstones, you can view the course plan for the Tablet PC capstone this winter <http://www.cs.washington.edu/education/courses/481b/07wi/>. Please let me assure you that these are incredibly rigorous and time-consuming courses. Students often take fewer courses the quarter they enroll in a capstone to accommodate the workload.

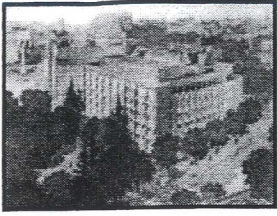
I hope this helps give you a better understanding of our capstone course. Please don't hesitate to email me if you have additional questions.

Best wishes,

Megan

Megan Reardon
Undergraduate Advisor
UW Computer Science & Engineering
<http://www.cs.washington.edu/>

2006/12/27



University of Washington

Computer Science & Engineering

Capstone Definition

[CSE Home](#)

[About Us](#) [Search](#) [Contact Info](#)

Capstone Request Form for 2006-2007: Due by June 10th

Capstone Definition

Capstone courses give students experience solving a substantial problem using concepts that span several topic areas in Computer Science and/or Computer Engineering. Students must work together in teams to define the problem, develop a solution plan, produce and demonstrate an artifact that solves the problem, and present their work using written and oral reports. Class time focuses primarily on the project design and implementation, but may include lectures on the practical application of advanced topics. Cross-disciplinary projects that require interaction with other departments are encouraged.

A capstone course is not simply an advanced course in a particular subarea, nor is it simply an unstructured project course.

Capstone course properties:

- work on projects large enough to require teams of several students over a quarter,
- apply concepts from more than one subarea of CSE (at least at the 300-level),
- engage in a substantial design effort,
- present their work using formal oral presentations and written reports, and
- produce an interesting, working artifact.

[Videos from past capstone courses](#)

We have the following capstone courses:

[454: Internet Systems \(Weld/Etzioni\)](#)

[477: Hardware Design \(Borriello/Ebeling/Oskin\)](#)

[481 A: Operating Systems Capstone \(Kimura\)](#)

[481 B: Tablet Computing Capstone \(R. Anderson\)](#)

[481 C: Robotics Capstone \(Fox\)](#)

[481 D: Software Systems: Games \(Zahorjan\)](#)

[481 E: Computational Biology Capstone \(Tompia\)](#)

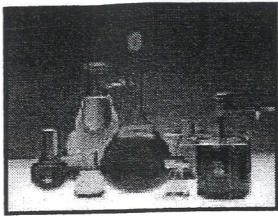
[481 F: UrbanSim \(Borning\)](#)

[481 G: Human Computer Interaction \(Landay\)](#)

[490ST: Educational Software Capstone \(Tanimoto\)](#)



Computer Science & Engineering
University of Washington
Box 352350
Seattle, WA 98195-2350
(206) 543-1695 voice, (206) 543-2969 FAX
[comments to [ugrad-advisor](#)]



University of Washington

Computer Science & Engineering

Tablet PC Capstone (CSE 481b)

[CSE Home](#) [CSE 481b Previous Quarters](#)

[About Us](#) [Search](#) [Contact Info](#)

Instructors

Richard Anderson
Craig Prince

Course info

[Syllabus](#)

Assignments

HW1, Due Jan 10
HW2, Due Jan 17
HW3, Due Jan 24
HW4, Due Jan 31

Course Materials

[Lecture Slides](#)

References

[Papers](#)
[Microsoft TPC Dev info](#)

Project Information

[Project Ideas](#)
[Grading Overview](#)
[Project Preference Survey](#)
[Project Teams](#)

Team Presentations

[Vision \(Jan 19\)](#)
[Early Prototype \(Feb 9\)](#)
[Alpha Release \(Feb 23\)](#)
[Final Demo \(Mar 15\)](#)

Team Project Portals

Winter 2007

UNDER REVISION

Class Meetings:

Tuesday and Thursday from 10:30-11:50 am. CSE 403

Project Preference Survey:

Contact information:

Instructor: Richard Anderson
Teaching Assistant: Craig Prince

Recommended Text:

Building Tablet PC Applications. Jarrett and Su, Microsoft Press.
Quite a few copies are circulating, so you might not need to purchase it - but it is a very good book, although it only covers the first release of the Tablet PC SDK.

Homework

There will be four homework assignments to gain experience programming the Tablet PC. These assignments will be weekly, over the first four weeks of the course. The assignments will be available at the start of class - and may be done early. The assignments are individual assignments, to make sure that all students get familiar with the basics of Tablet PC programming.

Projects

This course is about building projects. Project ideas have been posted - it would be worth while to review these before the first day of class. The project ideas will be presented during the first lecture, and then students will be asked to submit their preferences for project assignments. Project groups will be assigned based on this information.

Grading

This is a project course - so almost all of the grade will be based on the project. Project performance will be evaluated based on the outcome of the project, as well as evaluations at the project check points. Individual contributions to the project will be assessed, so students on the same project team will not necessarily receive the same evaluation.

The main goal of the course is exploratory development using the Tablet PC platform, so a big part of the final evaluation will be the production of an innovative application that takes advantage of the Tablet PC. Beyond that, there are many other dimensions that a project could be evaluated on including: Team Work, Engineering Quality, Release Quality, Usability, Design Process, Involvement of Potential Users, etc. In a ten week project, it is not possible to emphasize all of these, and different groups will have different priorities on what they want to get out of the course. To accommodate this, early in the term, each project group will specify the weights on different components of the grading criteria. This will allow groups to set their own

goals in developing the software project.

Project tools

Projects will be done using Visual Studio 2005

Mailing list

You may subscribe to the mailing list by the web interface.



Computer Science & Engineering
University of Washington
Box 352350
Seattle, WA 98195-2350
(206) 543-1695 voice, (206) 543-2969 FAX
[comments to anderson]

Project checkpoints

- Tuesday, Jan 23, Project vision - rough specification, storyboard UI
- Thursday, Feb 8, Early prototype - proof of concept prototype - address core technical challenges
- Thursday, Feb 22, Alpha version - most functionality present - plan for completion.
- Friday, March 9, Release version. Due at 6pm.
- Monday, Mar 12, 10:30 - 12:20 Final Project Demos

Tentative schedule

Lecture schedule (topics are going to change based on availability of guest lecturers, class will not meet on some days later in the quarter to allow more time for project groups to work together.)

- Thu Jan 4 - Intro to course, description of projects.
- Tues Jan 9 - Announcements of project groups. Pen computing,
- Thu Jan 11 Programming on the Tablet PC, HW1 Due
- Tues Jan 16 - Programming on the Tablet PC,
- Thu Jan 18 - HW2 Due
- Tues Jan 23 - Class Presentations (Project Vision)
- Thu Jan 25 - HCI and Pen Computing, HW3 Due
- Tues Jan 30 -
- Thu Feb 1 - HW4 Due
- Tues Feb 6 -
- Thu Feb 8 - Class Presentation (Early prototype)
- Tues Feb 13 -
- Thu Feb 15 -
- Tues Feb 20 -
- Thu Feb 22 - Class Presentation (Alpha Presentation)
- Tues Feb 27 -
- Thu Mar 1 -
- Tues Mar 6 -
- Thu Mar 8 - Summary lecture

Curricula

- Pen based computing - overview of the tablet, pen computing.
- Windows Programming / C# - not covered in lecture.
- Software Engineering - one lecture on teams, group work, and software disasters
- Tablet SDK - multiple lectures - probably three or four. Basic Ink Manipulation, Recognition, Real Time Stylus
- Topics in pen based computing - not at the programming level
 - Stylus UI
 - Collaborative Applications
 - Computation Geometry
 - Hardware
 - Recognition Technology

Computer Science Sample Course Plan

Note: This is a sample plan that will allow a student to finish the degree in four years. However, it's important to keep in mind that this is a guideline and there are many other ways to complete the program. We cannot guarantee that courses will be offered in the quarters listed here. All students pursuing a CS degree should also consult the Computer Science Graduation Requirements sheet and their Degree Audit Report to ensure that both College of Arts and Sciences and departmental requirements are met.

Freshman-Autumn	
Math 124 (or Math 134)	5
Foreign Language	5
English Composition	5
Quarter total credits:	15
Total UW Credits: 15	

Freshman-Winter	
Math 125 (or Math 135)	5
Foreign Language	5
VLPA/I&S/W course	5
Quarter total credits:	15
Total UW Credits: 30	

Freshman-Spring	
Math 126 (or Math 136)	5
Foreign Language	5
CSE 142	4
Quarter total credits:	14
Total UW Credits: 44	

Sophomore-Autumn	
Physics 121	5
CSE 143	5
VLPA/I&S/W course	5
Quarter total credits:	15
Total UW Credits: 59	

Sophomore-Winter	
Physics 122	5
Math 308 or 318	3
VLPA/I&S/W course	4
VLPA/I&S/W course	3
Quarter total credits:	15
Total UW Credits: 74	

Sophomore-Spring	
CSE 303	3
CSE 321	4
VLPA/I&S/ W course	4
VLPA/I&S/ W course	4
Quarter total credits:	15
Total UW Credits: 89	

Junior-Autumn	
CSE 370	4
CSE 326	4
Math Elective	3
VLPA/I&S/W course	3
Quarter total credits:	14
Total UW Credits: 103	

Junior-Winter	
CSE 322	3
CSE 341	4
VLPA/I&S/W course	4
VLPA/I&S/W course	4
Quarter total credits:	15
Total UW Credits: 118	

Junior-Spring	
CSE 378	4
CSE 4xx	3
STAT 390 or STAT 391	4
VLPA/I&S/ W course	5
Quarter total credits:	16
Total UW Credits: 134	

Senior-Autumn	
CSE 4xx	3
CSE 4xx	4
VLPA/I&S/W course	4
Free elective	4
Quarter total credits:	15
Total UW Credits: 149	

Senior -Winter	
CSE 4xx (includes Capstone Design course)	4-5
Free electives	10-11
Quarter total credits:	14-16
Total UW Credits: 163-165	

Senior-Spring	
✓ CSE 4xx (includes Capstone Design course)	4-5
Free electives	11-12
Quarter total credits:	15-17
Total UW Credits: 180	

CSE Senior Electives must include at least four of the following:
Total credits = 180 credit hours

CSE 401 Intro to Compiler Construction (3)
 CSE 403 Software Engineering (4)
 CSE 421 Intro to Analysis of Algorithms (3)
 CSE 431 Intro to Theory of Computation (3)
 CSE 444 Intro to Database Systems (3)
 CSE 451 Intro to Operating Systems (4)

CSE 455 Computer Vision (4)
 CSE 457 Computer Graphics (3)
 CSE 461 Computer Networks (4)
 CSE 471 Computer Design & Organization (4)
 CSE 473 Intro to Artificial Intelligence

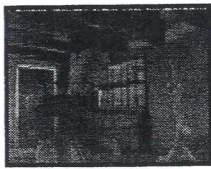
Time	Uprtd	Grd	Monday Section	Lab	590
8:30					
9:00					
9:30	142A 341 461				
10:00					
10:30	100 378 451	506 531			
11:00					
11:30	142B 370 401	561			
12:00					
12:30	143 303 328A 415 466		100AD		
1:00					
1:30	321 322 403	549 557	100AE	L	L
2:00				L	
2:30	328B 373 417 421		100AF		
3:00					
3:30	421			C	C
4:00				C	
4:30			143 TA Meeting	C D	C D
5:00				D	
5:30					
6:00					
6:30					
7:00					
7:30					
8:00					
8:30					
9:00					

Time	Uprtd	Grd	Tuesday Section	Lab	590
8:30					
9:00					
9:30			143AA AB		
10:00			100AA 143 BC AD		
10:30	V 459 481A 481B 480nd	567	143 AG AH 370 AA		
11:00					
11:30			143 AI AJ		
12:00					
12:30	455 490C	599 H 599 I		G	G
1:00				G	
1:30			100AB 143AK AL	U Z	U Z
2:00				U Z	
2:30			100AC	H	H
3:00				H	
3:30					
4:00		519		466 AA	
4:30			142 TA Meeting		
5:00					
5:30					
6:00					
6:30					
7:00					
7:30					
8:00					
8:30					
9:00					

Time	Uprtd	Grd	Wednesday Section	Lab	590
8:30					
9:00					
9:30	142A 341 461	506 531			
10:00					
10:30	100 378 451				
11:00					
11:30	142B 370 401	561	100AF		
12:00					
12:30	143 303 328A 415 466		100AD		
1:00					
1:30	321 322 403	549 557	100AE	R S	R S
2:00					
2:30	328B 373 417 421		100AF		
3:00					
3:30	421 341 461			P	P
4:00				P	
4:30					
5:00			370 AB		
5:30					
6:00					
6:30					
7:00					
7:30					
8:00					
8:30					
9:00					

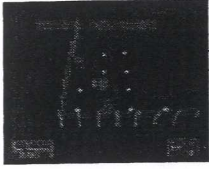
Time	Uprtd	Grd	Thursday Section	Lab	590			
8:30								
9:00								
9:30			100AA 42 341 378A 378B 378C 378D 378E 378F 378G 378H 378I 378J 378K 378L 378M 378N 378O 378P 378Q 378R 378S 378T 378U 378V 378W 378X 378Y 378Z 378AA 378AB 378AC 378AD 378AE 378AF 378AG 378AH 378AI 378AJ 378AK 378AL 378AM 378AN 378AO 378AP 378AQ 378AR 378AS 378AT 378AU 378AV 378AW 378AX 378AY 378AZ 378BA 378BB 378BC 378BD 378BE 378BF 378BG 378BH 378BI 378BJ 378BK 378BL 378BM 378BN 378BO 378BP 378BQ 378BR 378BS 378BT 378BU 378BV 378BW 378BX 378BY 378BZ 378CA 378CB 378CC 378CD 378CE 378CF 378CG 378CH 378CI 378CJ 378CK 378CL 378CM 378CN 378CO 378CP 378CQ 378CR 378CS 378CT 378CU 378CV 378CW 378CX 378CY 378CZ 378DA 378DB 378DC 378DD 378DE 378DF 378DG 378DH 378DI 378DJ 378DK 378DL 378DM 378DN 378DO 378DP 378DQ 378DR 378DS 378DT 378DU 378DV 378DW 378DX 378DY 378DZ 378EA 378EB 378EC 378ED 378EE 378EF 378EG 378EH 378EI 378EJ 378EK 378EL 378EM 378EN 378EO 378EP 378EQ 378ER 378ES 378ET 378EU 378EV 378EW 378EX 378EY 378EZ 378FA 378FB 378FC 378FD 378FE 378FF 378FG 378FH 378FI 378FJ 378FK 378FL 378FM 378FN 378FO 378FP 378FQ 378FR 378FS 378FT 378FU 378FV 378FW 378FX 378FY 378FZ 378GA 378GB 378GC 378GD 378GE 378GF 378GG 378GH 378GI 378GJ 378GK 378GL 378GM 378GN 378GO 378GP 378GQ 378GR 378GS 378GT 378GU 378GV 378GW 378GX 378GY 378GZ 378HA 378HB 378HC 378HD 378HE 378HF 378HG 378HH 378HI 378HJ 378HK 378HL 378HM 378HN 378HO 378HP 378HQ 378HR 378HS 378HT 378HU 378HV 378HW 378HX 378HY 378HZ 378IA 378IB 378IC 378ID 378IE 378IF 378IG 378IH 378II 378IJ 378IK 378IL 378IM 378IN 378IO 378IP 378IQ 378IR 378IS 378IT 378IU 378IV 378IW 378IX 378IY 378IZ 378JA 378JB 378JC 378JD 378JE 378JF 378JG 378JH 378JI 378JJ 378JK 378JL 378JM 378JN 378JO 378JP 378JQ 378JR 378JS 378JT 378JU 378JV 378JW 378JX 378JY 378JZ 378KA 378KB 378KC 378KD 378KE 378KF 378KG 378KH 378KI 378KJ 378KK 378KL 378KM 378KN 378KO 378KP 378KQ 378KR 378KS 378KT 378KU 378KV 378KW 378KX 378KY 378KZ 378LA 378LB 378LC 378LD 378LE 378LF 378LG 378LH 378LI 378LJ 378LK 378LM 378LN 378LO 378LP 378LQ 378LR 378LS 378LT 378LU 378LV 378LW 378LX 378LY 378LZ 378MA 378MB 378MC 378MD 378ME 378MF 378MG 378MH 378MI 378MJ 378MK 378ML 378MM 378MN 378MO 378MP 378MQ 378MR 378MS 378MT 378MU 378MV 378MW 378MX 378MY 378MZ 378NA 378NB 378NC 378ND 378NE 378NF 378NG 378NH 378NI 378NJ 378NK 378NL 378NM 378NN 378NO 378NP 378NQ 378NR 378NS 378NT 378NU 378NV 378NW 378NX 378NY 378NZ 378OA 378OB 378OC 378OD 378OE 378OF 378OG 378OH 378OI 378OJ 378OK 378OL 378OM 378ON 378OO 378OP 378OQ 378OR 378OS 378OT 378OU 378OV 378OW 378OX 378OY 378OZ 378PA 378PB 378PC 378PD 378PE 378PF 378PG 378PH 378PI 378PJ 378PK 378PL 378PM 378PN 378PO 378PP 378PQ 378PR 378PS 378PT 378PU 378PV 378PW 378PX 378PY 378PZ 378QA 378QB 378QC 378QD 378QE 378QF 378QG 378QH 378QI 378QJ 378QK 378QL 378QM 378QN 378QO 378QP 378QQ 378QR 378QS 378QT 378QU 378QV 378QW 378QX 378QY 378QZ 378RA 378RB 378RC 378RD 378RE 378RF 378RG 378RH 378RI 378RJ 378RK 378RL 378RM 378RN 378RO 378RP 378RQ 378RR 378RS 378RT 378RU 378RV 378RW 378RX 378RY 378RZ 378SA 378SB 378SC 378SD 378SE 378SF 378SG 378SH 378SI 378SJ 378SK 378SL 378SM 378SN 378SO 378SP 378SQ 378SR 378SS 378ST 378SU 378SV 378SW 378SX 378SY 378SZ 378TA 378TB 378TC 378TD 378TE 378TF 378TG 378TH 378TI 378TJ 378TK 378TL 378TM 378TN 378TO 378TP 378TQ 378TR 378TS 378TT 378TU 378TV 378TW 378TX 378TY 378TZ 378UA 378UB 378UC 378UD 378UE 378UF 378UG 378UH 378UI 378UJ 378UK 378UL 378UM 378UN 378UO 378UP 378UQ 378UR 378US 378UT 378UU 378UV 378UW 378UX 378UY 378UZ 378VA 378VB 378VC 378VD 378VE 378VF 378VG 378VH 378VI 378VJ 378VK 378VL 378VM 378VN 378VO 378VP 378VQ 378VR 378VS 378VT 378VU 378VV 378VW 378VX 378VY 378VZ 378WA 378WB 378WC 378WD 378WE 378WF 378WG 378WH 378WI 378WJ 378WK 378WL 378WM 378WN 378WO 378WP 378WQ 378WR 378WS 378WT 378WU 378WV 378WW 378WX 378WY 378WZ 378XA 378XB 378XC 378XD 378XE 378XF 378XG 378XH 378XI 378XJ 378XK 378XL 378XM 378XN 378XO 378XP 378XQ 378XR 378XS 378XT 378XU 378XV 378XW 378XX 378XY 378XZ 378YA 378YB 378YC 378YD 378YE 378YF 378YG 378YH 378YI 378YJ 378YK 378YL 378YM 378YN 378YO 378YP 378YQ 378YR 378YS 378YT 378YU 378YV 378YW 378YX 378YY 378YZ 378ZA 378ZB 378ZC 378ZD 378ZE 378ZF 378ZG 378ZH 378ZI 378ZJ 378ZK 378ZL 378ZM 378ZN 378ZO 378ZP 378ZQ 378ZR 378ZS 378ZT 378ZU 378ZV 378ZW 378ZX 378ZY 378ZZ					
9:30	142A 341 461							
10:00								
10:30	100 378 451							
11:00								
11:30	142B 370 401							
12:00								
12:30	143 303 328A 415 466							
1:00								
1:30	321 322 403							
2:00								
2:30	328B 373 417							
3:00								
3:30								
4:00		520		466 AB				
4:30								
5:00								
5:30								
6:00								
6:30								
7:00								
7:30								
8:00								
8:30								
9:00								

Time	Uprtd	Grd	Friday Section	Lab	590
8:30					
9:00					
9:30					
10:00					
10:30	100 378 451				
11:00					
11:30	142B 370 401				
12:00					
12:30	143 303 328A 415 466				
1:00					
1:30	321 322 403				
2:00					
2:30	328B 373 417				
3:00					
3:30					
4:00					
4:30					
5:00					
5:30					
6:00					
6:30					
7:00					
7:30					
8:00					
8:30					
9:00					



Armonia tells the classic story of the tensions that can arise between a master craftsman and his apprentice, with an interesting twist at the end. (Low bandwidth version [here](#). High bandwidth version [here](#).)

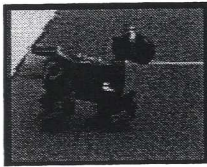
- [Software Capstone Design, CSE 481, 2004 \(7:13, in Windows Media Player format\)](#)



Students work in substantial teams to design, implement, and release a software project involving multiple areas of the CSE curriculum. Emphasis is placed on the development process itself, rather than on the product. Teams are expected to develop a work plan, and to track and document their progress against it. This year's projects include: "Something Attacks"; "Star Gopher 32"; and "Pac Inverted Tulip".

(Low bandwidth version [here](#). High bandwidth version [here](#).)

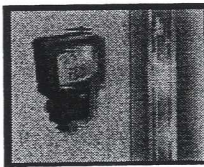
- [Robotics Capstone Design, CSE 490, 2004 \(7:16, in Windows Media Player format\)](#)



This capstone course focuses on robotics projects in which groups of 3 students program robots to perform certain tasks. The groups program Sony AIBO robots using the RoboCup Challenge as example domain. The ultimate goal of the RoboCup project is by 2050, develop a team of fully autonomous humanoid robots that can win against the human world champion team in soccer. (Low bandwidth

version [here](#). High bandwidth version [here](#).)

- [Digital Systems Capstone Design, CSE 477, 2004 \(7:41, in Windows Media Player format\)](#)



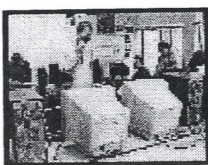
In CSE 477, CSE students collaborated with Industrial Design students to create several digital systems design projects, including: SAVI, a shopping assistant for the visually impaired; HERMES, hospital information exchange; SCANNER RUN, dynamic children's games; and LINGO PAL, a language learning tool. (Low bandwidth version [here](#). High bandwidth version [here](#).)

- [Computer Animation, CSE 490ca, 2003 \(12:08, in Windows Media Player format\)](#)



In *Murder*, life on the farm takes a dark turn when a flock of crows takes delight in tormenting not only the local wildlife, but even the scarecrow who is tasked with keeping them away. (Low bandwidth version [here](#). High bandwidth version [here](#).)

- [Software Capstone Design, CSE 481, 2003 \(5:07, in Windows Media Player format\)](#)



In CSE 481, student teams create a working video game prototype from scratch. This year's projects include: "Monkey Maximus" a multiplayer action game where you will guide Maximus the gladiator monkey through his path of revenge on his former captors; "Fusion", taking space battles to a new evolutionary plane; and

2006-2007 Academic Calendar

Contents

- [Application Deadlines](#)
- [Dates of Instruction](#)
- [Registration Deadlines](#)
- [Deadlines for Adding/Dropping Courses or Complete Withdrawal](#)
- [Tuition/Fee Assessment Deadlines](#)
- [Final Exam Schedule](#)
- [Grade Deadlines](#)
- [Holidays and Observances](#)

A printable pdf version of the [2006-2007 Academic Calendar](#)

Application Deadlines

	AUTUMN 2006	WINTER 2007	SPRING 2007	SUMMER 2007		
				Full term	term A	term B
Admission Application for Freshmen	January 15	September 15	December 15	January 15	January 15	January 15
Admission Application for Transfer Students and Postbaccalaureate Students	February 15	September 15	December 15	February 15	February 15	February 15
Evening Degree Program Transfer or Postbaccalaureate Students	July 15	October 31	January 31	May 15	May 15	May 15
Admission Application for Returning Students .	July 1	Extended to December 15	February 1	June 1	June 1	June 1
Admission Application for Summer Only Students .				June 1, Apply in person after this date	June 1, Apply in person after this date	June 1, Apply in person after this date
Admission Application for International Undergraduate Students	January 15			January 15	January 15	January 15
Graduating Senior Priority - Applications due	May 3	November 1	February 14	April 11	April 11	April 11
UW faculty/staff and Washington State employees Tuition Exemption Forms due	Tuition exemption forms due 2 weeks before the beginning of the quarter					
Applications for credit by examination	October 6	January 12	March 30	June 22	June 22	June 22

Applications for baccalaureate degrees and certificates	October 13	January 19	April 13	July 6	July 6	July 6
Application for Washington State residence status	October 26	February 1	April 24	July 17	July 17	July 17
	AUTUMN 2006	WINTER 2007	SPRING 2007	SUMMER 2007		
				Full term	A term	B term

NA=Not Applicable

Dates of Instruction

	AUTUMN 2006	WINTER 2007	SPRING 2007	SUMMER 2007		
				Full term	A term	B term
Instruction Begins WAC 478-132-030	September 27	January 3	March 26	June 18	June 18	July 19
Last Day of Instruction	December 8	March 9	June 1	August 17	July 18	August 17
Final Examination Week	December 11-15	March 12-16	June 4-8	Typically the last class day	Typically the last class day	Typically the last class day
Commencement			Seattle, June 9 Tacoma, June 8 Bothell, June 10			
	AUTUMN 2006	WINTER 2007	SPRING 2007	SUMMER 2007		
				Full term	A term	B term

Registration Deadlines

	AUTUMN 2006	WINTER 2007	SPRING 2007	SUMMER 2007		
				Full term	term A	term B
Registration Period I Priority Registration	May 5-June 18	November 3-November 26	February 16-March 4	April 16-May 23	April 16-May 23	April 16-May 23
Registration Period II	June 19-September 26	November 27-January 2	March 5-25	May 24-June 17	May 24-June 17	May 24-June 17
Begin mailing Quarterly U PASS sticker	September 12	December 19	March 13	June 5	June 5	June 5
Late Registration Fee begins (\$25)	September 27	January 3	March 26	June 18	June 18	July 19
Registration Period III	September 27-October 3	January 3-9	March 26-April 1	June 18-24	June 18-24	June 18-July 25
Registration for Tuition Exemption Program - UW Faculty/Staff	September 29	January 5	March 28	June 20	June 20	June 20
Registration for UW Access Program	September 29	January 5	March 28	June 20	June 20	June 20
Registration for Tuition Exemption Program - Wash. State employees	October 2	January 8	March 29	June 21	June 21	June 21
Late Registration Fee begins (\$75)	October 11	January 17	April 9	July 2	July 2	July 26

國立中山大學卓越教學小組計畫-教學成效改善機制

工學院資訊工程學系課程外審審查表

敬請 惠予審查本院資訊工程學系(所)之課程設計是否符合其所訂定之系(所)教育目標。

項 目	審 核	建 議 事 項
學系課程設計與內容是否與教育目標一致？	☒ 是 ☐ 否	建議加入所有課程與教育目標之關聯矩陣
課程架構內容是否包含數學及基礎科學、工程專業課程及通識課程三大要素？	☒ 是 ☐ 否	
數學及基礎科學課程是否佔最低畢業學分之四分之一以上？	☒ 是 ☐ 否	建議註明每門課程之屬性,以避免認定之混淆
工程專業課程是否佔最低畢業學分之八分之三以上？	☒ 是 ☐ 否	同上
通識課程是否與專業領域均衡,並與學系教育目標一致？	☒ 是 ☐ 否	是否有開授工程倫理、專利智財相關課程? 沒有
課程規劃與教學是否考量產業需求,並能培養學生將所學應用在工程實務的能力？	☒ 是 ☐ 否	是否有正課建設學分? 如海濱學校南學
課程設計是否能有效因應國際化、資訊化及知識經濟之衝擊？	☒ 是 ☐ 否	宜列出英語授課之課程
綜合建議	詳見前列建議事項	

評審委員簽名： 范國清