CSC-7700 Software Engineering in the Mobile Era

Class Syllabus - Fall 2018

Instructor

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Office Hours: Monday 12:00 pm - 2:00 pm (Open door policy)

Lecture Sections

Section 1 MW 10:30 am – 11:50 am
1236 PATRICK F. TAYLOR

Text Book

No textbook is required.

Recommended: *Experimentation in Software Engineering*, Springer
Wohlin, C., Runeson, P., Höst, M., Ohlsson, M.C., Regnell, B., Wesslén, A.
(http://www.springer.com/gp/book/9783642290435)

Prerequisite

CSC 4330 – Software Systems Design

Primary Topics

- Trends in software engineering research for mobile apps
- Modern mobile application stores
- Challenges of mobile app development
- Release engineering strategies in the app store
- Software startups: current trends and challenges
- User feedback in the app store
- Empirical Methods in software engineering research

Grading Policy

Paper summaries: 30%
Term paper: 40%
Paper presentation: 2 x 10% = 20%
Term paper presentation: 10%

Class Readings

Two papers a week will be assigned by the instructor as class readings. The students must summarize the papers before each class and come up with two questions related to the main topic of the paper. All summaries should conform to the format specified by the instructor.

Class Presentation

Each student will be presenting three papers, including:

1- Two 30 minute presentations of papers that are assigned by the instructor. The student must be prepared to answer questions about the papers.
2- A final 20 minute presentation of the student's term paper.

While it is recommended to use PowerPoint, the students are free to use whatever they think is appropriate. Students will be evaluated based on their presentation skills, ability to communicate the main idea of the paper, and answer questions raised by other students.

Term paper

Each student will be writing a full research paper on a topic related software engineering for mobile apps. The students can select their own topics or refer to the instructor for help. Term papers will be graded at two stages. First, students must submit the introduction, including a list of the main potential contributions of the paper, and a literature review, including the main motivation of the paper. Papers should be at least 6 pages (+ 1 page for references) and in two-column format.

Term papers must be prepared using the standard IEEE Latex template available at https://www.ieee.org/conferences/publishing/templates.html

Term papers will be graded based on:

1- The uniqueness and validity of the main idea
2- The quality of the text
3- The completeness of the literature review
4- The validity of the experimental design
5- The discussion of the potential threats to validity
6- The soundness of the conclusions
7- The completeness of the list of references

Class Policy

- Academic honesty: Please refer to the LSU CODE OF STUDENT CONDUCT for more information
- Students are responsible for checking email FREQUENTLY.
- Moodle will be used to manage the class including: students' grades, posting and submitting assignments, the class material and any other resources.
- ALL problems concerning grades MUST be resolved within 3 class days following the return of graded work.
- No submissions are allowed after the deadline.
- All submissions must be through Moodle.

Email Policy

Every student will be required to use his/her official email address that is student_netid@lsu.edu. All email communications will be made using this address. It is not uncommon for additional instructions or guidance to be sent by email, so check your email often. Students will be responsible for any instructions sent by email more than 24 hours old. The instructor checks email at least every 8 hours (and often more frequently than that) so email is the best way to contact the instructor.