WELCOME TO ISSUE TWO OF THE NDSU COMPUTER SCIENCE CAPSTONE NEWSLETTER FOR THE 2021-22 SCHOOL YEAR

I’ve had the pleasure to meet with many of you in the last few weeks. Learning about your companies, your individual backgrounds, and why you participate in the Capstone program has been the highlight of my short time at NDSU.

KEY UPCOMING DATES

<table>
<thead>
<tr>
<th>DATE</th>
<th>EVENT</th>
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<tbody>
<tr>
<td>DECEMBER 3RD</td>
<td>Project definitions submitted to NDSU</td>
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<tr>
<td>JANUARY 10TH</td>
<td>Class starts</td>
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<td>JANUARY 24TH</td>
<td>Project kick-off</td>
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PROJECT DEFINITION PHASE

Many of you have committed to sponsoring a project for the upcoming spring semester. Thank you! Next up is project definition. Here’s the basic flow and timeframes for the projects:

- Project definitions provided by the sponsors - due on Friday, December 3rd
- Project definitions shared with students - first week of class (week of January 10th)
- Students bid on projects and teams are selected - second week of class (week of January 17th)

As in past years, a PowerPoint containing project information should be provided to me. The PowerPoint should target 10 slides or less in length and contain the following information: company background, project overview, and technologies for the project.

For this year, I’m also offering the option for you to record a short video pitching your project. This would be shown to the students and would be in addition to the PowerPoint. Given our time constraints in the classroom, it should be no more than 3 minutes in length.

Sourcing ideas, narrowing them down, and writing up the definition is typically a multi-week activity involving several people. Things to consider include benefit to you as a sponsor, your staff’s availability to support the project, and the ability of the project team to successfully complete the project.

SURVEY SAYS...

The most important question in the survey from last month’s newsletter requested the top two outcomes that you hope to achieve with a capstone project. The results indicate that helping your business in the short term with a useful prototype or solution and in the long term with job candidates are the top reasons.

A couple of other results to highlight include:

- Nearly 80% of the respondents have been active in the program for 3 years or more.
- A majority of respondents selected Microsoft Teams as their preferred collaboration tool.

LOOKING AHEAD

I’m looking forward to starting to see the project proposals come in! I will plan to check in with the primary contact for each sponsor in November to see how things are coming along.
TOP CAPSTONE GOALS

- Proof of Concept or Prototype
- Job Candidates
- Solutions that can readily be used in your business
- Opportunity to help students
- University and/or community good will
- Expose students to Microsoft technology stack & Azure Cloud

# of Respondents

1 2 3 4 5 6 7 8 9 10 11 12