

Welcome to the ISD CS577 Client Team!

Thank you for participating in the 1998 ISD/CS577 collaboration! We hope that you enjoy this activity and learn from it. Just as important, you will be making a contribution to the education of USC computer science graduate students. This course is based on a philosophy that seeks to meet all stakeholders win conditions. Your success and satisfaction are critical to this collaboration.

MARK YOUR CALENDARS!

You will be involved with this course at several points during the Fall Semester. (Note – abbreviations are explained at the end of this document.)

September 23 – October 19: Teams will meet with clients to learn about the project and explore win conditions.

November 4 – 13: Each team will present their work to date at the LCO ARB. The ARB will last about an hour; the team will clear the date and time with you.

December 2 – 11: Each team will present their final prototype at the LCA ARB. Again, this will last about an hour; the team will clear the date and time with you.

December 15: You must submit your final evaluation of the project to Anne Lynch and Professor Boehm by this date. The evaluation will not take a lot of time, but it should be thoughtfully prepared. You will receive instructions for the evaluation on or before your team's LCA ARB.

COURSE INFORMATION

For complete information about the course, go to the course web site at http://sunset.usc.edu/classes/cs577a_98/index.html. New information will be added as the course progresses. To look at information about this course in previous years, go to <http://sunset.usc.edu/classes/classes.html>. Key personnel include:

Barry Boehm, Director of the Center for Software Engineering, professor for the course; Dan Port, Research Assistant Professor; Marwan Abi-Antoun, teaching assistant; Sumei Du, teaching assistant; and Anne Lynch, Director of Project Discovery and Management, Information Services Division, who serves as liaison with Professor Boehm.

MEETING WITH YOUR TEAM

Your first meeting with your team is very important. You should plan to spend at least one hour with them during your initial meeting. Your role will be to explain the problem, describe the types of information or resources, describe how users (faculty, students, staff) work with the information or resources, what impediments there are in the current situation, and what you would like to see improved. Previous clients have found it useful to tell “stories” which provide context so that students can more easily visualize the situation you would like to see improved through a software solution.

Your team may request additional meetings as they explore the issues you have presented. Frequently, teams will ask specific questions via email or telephone. Let your team know when it is most convenient for you to meet and the best ways for them to contact you (email, phone, etc.). During these meetings, students learn how to communicate with clients; because of this, clients have a very important teaching role.

WHAT TO DO IF YOU HAVE QUESTIONS

Contact Anne Lynch if you have any questions since she serves as the primary liaison with CSE personnel. If enough clients are interested, we will schedule quasi-regular brown bag lunches to compare notes and share experiences.

DEFINITIONS

When you work with students in this course, you will encounter some new terminology. Some of these are:

ARB (Architectural Review Board): An ARB is a review committee to which the software development team presents its work to date. The purpose of the ARBs is to review prototypes and systems specifications developed by the teams, provide feedback on the prototypes, and recommend changes or additions. For CS577, the ARB consists of Professor Boehm, Dan Port, Marwan Abi-Antoun, Simei Du, the client, and any other interested parties. You should attend all ARBs for which you are the primary client; you are welcome to attend any other ARBs to become familiar with other projects.

CSE (Center for Software Engineering): CSE is the research unit directed by Professor Boehm. CSE has a strong support group through its Industrial Affiliates program, which includes representatives from industry and government.

LCO (Life Cycle Objectives): The LCO milestone is a critical point early in project development which seeks to show objectives, prototypes, plans, and specifications for the project and to demonstrate that there is at least one feasible architecture for constructing the application.

LCA (Life Cycle Architecture): The LCA milestone is another critical point in which an actual architecture for the project is developed, its feasibility compared to other possible solutions, its feasibility verified, risks analyzed, and risk-mitigating solutions determined.

Proof-of-Concept Prototype: A “throw-away” prototype has enough functionality to demonstrate to the clients how a system will work. These proof-of-concept prototypes are used to get client reaction and to ensure that the planned product meets client expectations without having to invest time and resources into extensive programming and coding.

WinWin: WinWin is a theoretical model for identifying and resolving win conditions for all stakeholders in the software development process: client, system user, software developer, etc. The WinWin software is a tool used by CS577 teams to negotiate requirements with clients. You do not need to work with the WinWin software directly unless you wish to do so. The teams use WinWin to determine if there is agreement on requirements and identify issues and to resolve conflicts.

COCOMO: COCOMO is a software product used by CS577 teams to estimate costs for software project development. COCOMO is used to estimate the amount of coding and amount of time it will take to complete a project.