SENIOR DESIGN / CAPSTONE
COMPUTER SCIENCE

The goal of the Capstone course is to provide upper division Computer Science students a value-added capstone learning experience. Students work in teams of four to five individuals on a semester long, team-based software development project with a real-world client, using agile project management and short development cycles to quickly provide value to the customer. A supervising faculty member will provide direction and teaching that enables students to develop project management, communication, and technical skills, and who helps students in their professional development and successful transition to the workforce.

Companies who sponsor capstone projects have the opportunity to meet and work with upper- division students who will soon be entering the workforce — a great recruitment opportunity — as well as project results that student teams provide.

Sponsorship involves submitting a one-page project description, mentoring a team throughout the semester, and providing financial support in the form of a $10,000 fee that supports one team for one semester. The team devotes an average of 30-40 person hours per week over the 15-week semester — a total of 450-600 hours of dedicated time per project. Companies may consider continuing their projects for an additional semester with our capstone program, transitioning over to a sponsored Creative Inquiry project, and/or recruiting students from the capstone course into spring and summer internships or full-time positions.

For more information about the course, please contact the director of the capstone program, Prof. Carrie Russell, crusse4@clemson.edu

For more information about the School of Computing, please visit www.clemson.edu/computing