



## COURSE PLAN

### FIRST: BASIC INFORMATION

#### College

College : University College - Balqa Applied University

Department :

#### Course

Course Title : Capstone Project

Course Code : **020112228**

Credit Hours : 1 (0 Theoretical, 1 Practical)

Prerequisite :

#### Instructor

Name :

Office No. :

Tel (Ext) :

E-mail :

Office Hours :

Class Times


#### Text Book

#### References

### SECOND: PROFESSIONAL INFORMATION

#### COURSE DESCRIPTION

This course focuses on how to choose and refine a capstone project based on feedback from faculty, peers and partner organizations. It introduces technical methods for analyzing, designing, prototyping, synthesizing, troubleshooting, and testing a project relevant to the Building Construction and Maintenance Technology Program. The students practice project documentation, formal design review presentations, oral defense of the project, and writing a final report.

#### COURSE OBJECTIVES

The objectives of this course are to enable the student to do the followings:  
 Discover problems and organize the resolving process into projects  
 Explain the overall process and structure of a project  
 Gather and evaluate available tools and knowledge to solve a given problem

Document and present the related information systematically

### COURSE LEARNING OUTCOMES

On successful completion of this course, students are expected to be able to:

- CLO1. Define the concept of project development process
- CLO2. Explain the information gathering and idea forming process
- CLO3. Explain the procedure of project design and execution
- CLO4. Combine the theory and practice learned in the curriculum
- CLO5. Analyze and evaluate the project development
- CLO6. Develop systematic documentation and presentation skills

### COURSE SYLLABUS

Week	Course Topic	Topic details	Related LO	Notes
1	Introduction to capstone project	<ul style="list-style-type: none"> <li>• Guide how to proceed with capstone project</li> <li>• Form teams to carry out capstone project</li> </ul>	CLO1	
2	Brainstorming	<ul style="list-style-type: none"> <li>• Conduct a study on technology flows</li> <li>• Discover topics for capstone project</li> </ul>	CLO2	
3	Brainstorming	<ul style="list-style-type: none"> <li>• Evaluate the feasibility and suitability of the topics to be capstone project</li> <li>• Decide a topic for the capstone project</li> </ul>	CLO2	
4	Project Study	<ul style="list-style-type: none"> <li>• Conduct a study on theoretical background for the project</li> <li>• Conduct a study on the components of the project</li> </ul>	CLO2	
5	Project Study	<ul style="list-style-type: none"> <li>• Study and select an implementation method</li> <li>• Conduct preliminary tests for the components</li> </ul>	CLO2	
6	Project Study	<ul style="list-style-type: none"> <li>• Identify difficulties in implementation</li> <li>• Create alternatives to avoid difficulties</li> </ul>	CLO2	
7	Project Study	<ul style="list-style-type: none"> <li>• Decide evaluation method</li> <li>• Decide quantitative indicators for evaluation</li> <li>• Prepare a midterm presentation</li> </ul>	CLO2	
8	<b>Midterm Presentation</b>			
9	Project Implementation	<ul style="list-style-type: none"> <li>• Design a prototype for the project</li> <li>• Decide implementation procedures</li> </ul>	CLO3	
10	Project Implementation	<ul style="list-style-type: none"> <li>• Gather available parts and tools</li> <li>• Implement a prototype with available</li> </ul>	CLO4	
11	Project Implementation	<ul style="list-style-type: none"> <li>• Implement a prototype</li> <li>• Modify the design according to the implementation environment if necessary</li> </ul>	CLO4	
12	Project Implementation	<ul style="list-style-type: none"> <li>• Implement a prototype</li> <li>• Test and debug the prototype</li> </ul>	CLO4	

Week	Course Topic	Topic details	Related LO	Notes
		<ul style="list-style-type: none"> <li>• Use the alternatives if necessary</li> </ul>		
13	Project Implementation	<ul style="list-style-type: none"> <li>• Find ways to improve performance</li> <li>• Identify the limitations of the prototype</li> </ul>	CLO5	
14	Project Implementation	<ul style="list-style-type: none"> <li>• Evaluate the prototype according to the indicators</li> <li>• Measure the overall achievement</li> </ul>	CLO5	
15	Project Implementation	<ul style="list-style-type: none"> <li>• Prepare a demonstration</li> <li>• Prepare a final report and presentation</li> </ul>	CLO6	
16	<b>Final Presentation</b>			

### COURSE LEARNING RESOURCES

Teaching will be achieved using available resources including lectures, data show, and materials uploaded on the e-learning system.

### ONLINE RESOURCES

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### ASSESSMANT TOOLS

Assessment Tools	%
Projects	50%
Midterm presentation	20%
Final presentation	30%
Total Marks	100%

## THIRD: COURSE RULES

### ATTENDANCE RULES

Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

**GRADING SYSTEM****Example:**

Grade	points
failed	0-49
passed	50-100

**REMARKS**

{ The instructor can add any comments and directives such as the attendance policy and topics related to ethics }

**COURSE COORDINATOR****Course Coordinator:****Department Head:****Signature:****Signature:****Date:****Date:**