



## COURSE PLAN

### FIRST: BASIC INFORMATION

#### College

College : University College - Balqa Applied University

Department :

#### Course

Course Title : Capstone Project

Course Code : 020406252

Credit Hours : 2 (0 Theoretical, 2 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 Electronics 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> <li>• Use the alternatives if necessary</li> </ul>	CLO4	

Week	Course Topic	Topic details	Related LO	Notes
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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### ASSESSMENT 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:**