Course					
Code	TC3045	Name	Software Quality and Testing	Group	1
Time	2:30pm-5:30pm Tuesday, 10am-1pm Friday	Room	EIAD 211	Platform	KensCourses

PROFESSOR	
Name	Ken Bauer
Email	kenbauer@itesm.mx
Professional Activities	• Member of the Association for Computing Machinery • Chair of the Board of the Flipped Learning Network • Associate Professor, Computer Department
Office Hours in EIC-4	8am-6pm by appointment at https://kenbauer.youcanbook.me

COURSE	
Course Objective	Upon completion of this course, students will be able to apply software quality concepts, using international quality improvement benchmarks; adopt effective software engineering practices that are the most appropriate for each activity in the software development life cycle; diagnose and evaluate the pertinence of adopting improvement processes in software development companies; and plan, design, implement and assess software tests during all the activities in the development process, thus contributing to continuous quality improvement.
Course Pedagogical Foundation	Similar to my other courses this course employs a connectivist and open pedagogical approach. You will create and share a publicly visible blog for this course. You can use an existing blog (with some work to isolate your work in this course from other posts) but it is probably best to create your own blog. More details in assignments. You can also choose to remain anonymous with your blog posts. If having a publicly visible blog is a problem, please talk to me to find another option.

EVALUATION MILESTONES	
First Partial	You will make an appointment to see me in my office about your progress before the end of the 1st partial.
Second Partial	You will make an appointment to see me in my office about your progress before the end of the 2nd partial.
Final Exam	You will make an appointment to see me in my office about your progress before the end of the last partial.

Course Evaluation	
Partial 1 and 2	
Interview with Ken to judge performance to that point of the semester.	100%
Final Evaluation (Scale on minimum requirement met) Minimum Pre/Post Weekly Blogs, Minimum Sprint Milestone Completion, Max Absences	
15/15 , 5, 2	100%
14/14, 5, 2	95%
13/13, 5, 3	90%
12/12, 4, 3	85%
11/11, 4, 4	80%
10/10, 4, 5	75%
9/9, 3, 6	70%
Below any minimums above (max for attendance)	Fail

COURSE POLICIES

Classroom behaviour

We work in a shared space, please give (and expect) the respect that all others in this shared space deserve and expect.

As a student (and the instructor as a staff member) you agree to abide by the academic regulations of the Tecnológico de Monterrey including the Academic Integrity policy.

Attendance

Please make every effort to attend and actively participate in each class meeting. However, you are free to choose not to attend a class meeting if the circumstances warrant. Only realize that you are responsible for classes you miss. If low attendance becomes a persistent issue, a more restrictive policy may be put in place.

General

Note that we are using an educational paradigm that is called the "Flipped Classroom" (but very much in Ken's style) in this course. This will be a change for you in that you are responsible for reviewing any videos, reading of textbooks or other materials requested outside of classroom time. The time inside the classroom is principally dedicated to active discussion or asking questions about programming problems or theory from materials that you or your classmates did not understand.

Please keep food outside of the classroom.

REFERENCE MATERIAL

Textbook	**No official textbook, we will be using various resources during the course.**
References	**Many provided during the course.**

Analytic Program

Link here:
http://serviciosva.itesm.mx/PlanesEstudio/Consultas/Materias/ConsultaMaterias.aspx?Form=Consultar_Materias_SinteticoEsp&ClaveMateria=TC3045

Name	Student Number	Signature
