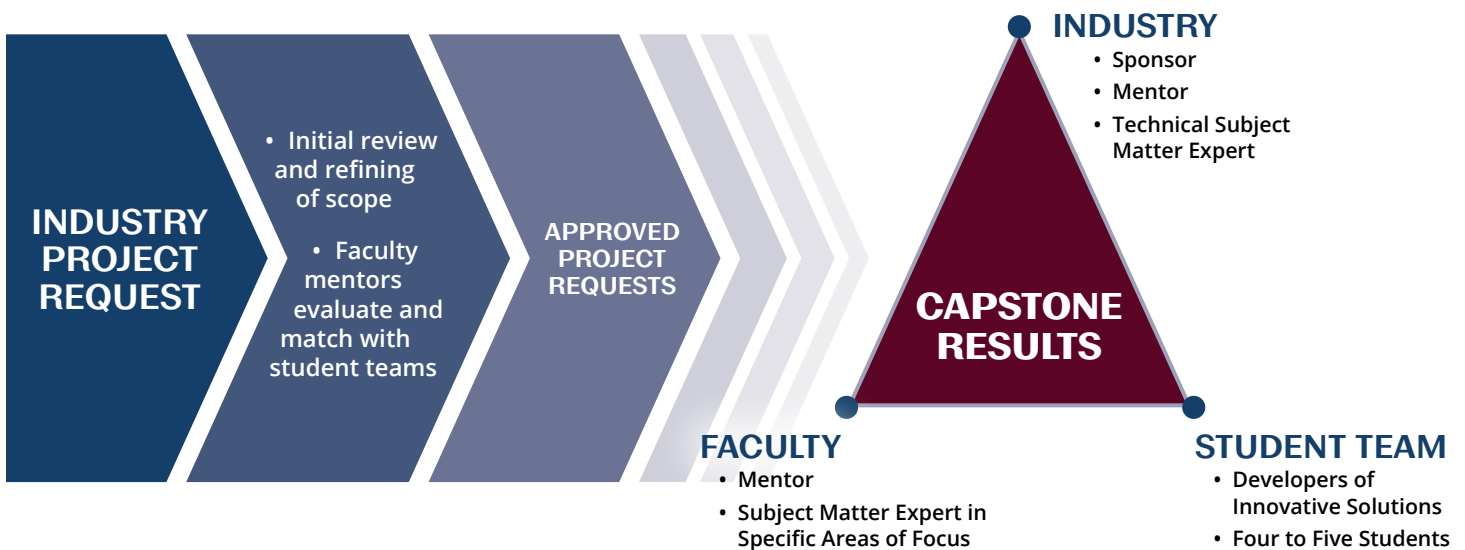# INDUSTRY CAPSTONE PROGRAM

OVERVIEW

The Texas A&M University Department of Computer Science and Engineering's Industry Capstone Program provides an opportunity for a company to sponsor a project that involves students enrolled in a senior-level course developing a computing-based solution to a real-world, multidisciplinary engineering problem.

Companies will be able to mentor one or more teams of creative, talented seniors who will develop innovative solutions for approved project requests in areas such as data science, artificial intelligence, machine learning, cybersecurity, e-commerce, human-computer interaction, graphics, computer architecture, robotics and more.
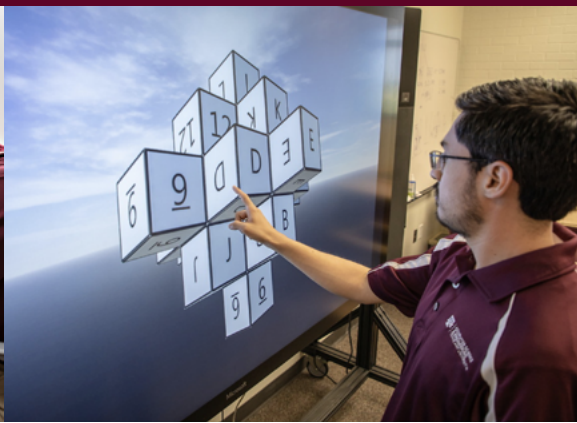
Through this program, a student's theoretical foundation will be integrated with skills needed in industry projects such as design, implementation, deployment, project management, teamwork, communication and documentation.

The student team is supervised by a faculty member and an industry mentor, as shown in the industry capstone framework below.

INDUSTRY PROJECT REQUEST

- Initial review and refining of scope
- Faculty mentors evaluate and match with student teams

APPROVED PROJECT REQUESTS

INDUSTRY
- Sponsor
- Mentor
- Technical Subject Matter Expert

CAPSTONE RESULTS

FACULTY
- Mentor
- Subject Matter Expert in Specific Areas of Focus

STUDENT TEAM
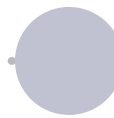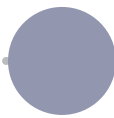- Developers of Innovative Solutions
- Four to Five Students

BENEFITS

- Opportunity to assess student talent and recruit top graduates
- Establish relationships with faculty members, subject matter experts in forward-looking technology
- Build brand recognition
- Opportunity to give back to the students and the department

TIMELINE

INITIATION

- Rolling submission of a project request
- First week of March or October: Evaluation of project requests
- First week of April or November: Notification of acceptance

INTRODUCTION

- June or December: Remittance of the company gift, procurement of materials
- First week of September or February: Project launch
  » Industry and faculty mentors meet the student teams

IMPLEMENTATION

- September to November or February to April:
  » Students perform project work, meeting weekly with industry mentors

TRANSITION

- November or April:
  » Final presentation and live project demo
  » Quality checks by the sponsor
- Second week of December or May: Transition of results to the sponsor

GIFT OPTIONS

Your gift provides materials and funds support staff. Compare this to the cost of a 600-800-hour project.

For this initial program launch, below are gift options, per semester per team:

- $3,500
- $3,000 (minimum two-semester commitment; $6,000 total for the academic year)
- $2,500 for industry affiliates
  » More information about this option is available on the Industrial Affiliates Program webpage
- Ask us about our rates for government and nonprofits