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The Role of the Instructor in the Success of Undergraduate Real-Life it Capstone Team Projects

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Undergraduate students on real-life IT capstone projects integrate major concepts learned in their IT program while gaining valuable experience successfully planning and completing real projects. The success of the student on real-life IT capstone projects is influenced by the instructor(s) [1, 2, 3] and the course curricula [4, 5, 6, 7] and includes the use of local IT businesses and organizations. "IT Capstone Project Success Factors" [8] and "Instructor Roles & Responsibilities" are essential to the success of the IT Capstone Project. The Role of the Instructor in the Success of Undergraduate Real-life IT Capstone Team Projects [9] has been the focus of this study. The purpose of this study is to focus on the impact and influence of the instructor(s) in assuring the success of the multiple projects, while also measuring the actual and perceived student learning outcomes. Three different instructor ‘roles’ are considered: 1. a ‘teacher’, 2. a ‘supervisor’ of the project team as a ‘portfolio manager’, and 3. a ‘mentors’ to individual students. The study describes the responsibilities for each of the different instructor roles and related tools used to assess student performance and project success and identifies issues encountered and lessons learned over the last three years. The goal of this poster presentation is to determine future research direction to recommend other IT capstone projects.

**References**