# Course Title:

# Project Title or Description:

# Company sponsor:

The goal of COMP523 is to teach the technical and managerial skills necessary for building a software product as a team. The essence of the course is the faculty-coached team project. Teams of three to five students spend three months defining, estimating, scheduling, specifying, coding, debugging, integrating, documenting, and testing a substantial software product.

General Rules: Intellectual property rights in software created by undergraduate students at the University is governed by the Patent & Invention Policy and the Copyright Policy. Under the Copyright Policy, absent special circumstances, students own the copyright in computer programs, papers, theses, and similar works created in classes and under other circumstances at the University. Under the Patent Policy, students own the rights in inventions and discoveries they create, including software, unless they use University facilities, equipment, materials or resources in the course of doing so. The attached Project Participation Agreement is intended to unify the application of these policies in the context of the unique opportunities afforded students participating in certain projects of COMP523.

Special Situation: Students may be presented with the opportunity in COMP523 to participate in a project with the involvement of companies or other external third parties. In certain projects, the faculty member and University have determined that, given the value of the educational experience provided students by virtue of the third party’s involvement, it is in the best interests of the University and its students for the University to enter into an agreement with the third party at the outset of the project in which it agrees to certain conditions governing the treatment and ownership of intellectual property, including in the case of certain COMP523 projects the assignment by students of their intellectual property to the University for one of two purposes (1) to offer the intellectual property to the public under an “open source” or similar open distribution method, or (2) to assign the intellectual property to the third party in consideration for its support of and contributions to the project.

Regardless of which project scenario a COMP523 student chooses, the University will use its best efforts to ensure that students are acknowledged as developers of the software. Likewise, students may wish to describe the COMP523 project in their resumes and applications for future employment and/or academic opportunities.

If you wish to participate in the project, please review the attached Project Participation Agreement. The nondisclosure portion of the agreement reflects the fact that in certain cases company sponsors will disclose proprietary, non-public information to students in connection with the project.

If you agree to its terms, please sign, date and return to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**COMP523 students are not required to choose a project that requires the assignment of the student’s intellectual property to the University and their grade in the course will not be affected by the student’s decision to choose or not choose such projects.**