CS Department Lateness Policy DRAFT

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1 About Late Work

Given:

Computer science courses are dense with topics, techniques, and new ways of thinking.

Much of the material is sequential in nature; e.g. later topics depend on an understanding of earlier topics.

Assignments (programs, labs, and homeworks) are designed to apply and cement material current when they are assigned.

It follows:

The schedule of assignments leaves no room to slip due dates.

Working on a late assignment cuts into a student's time on the **current** assignment.

The benefit of completing an assignment diminishes as time after the due date passes.

Therefore:

Assignments have a due date: a date and a time. Assignments turned in at or before that time are considered *on time*. Assignments turned in after that time (by any amount of time) are considered *late*.

Moodle may shut down submission at the time the project is due. Moodle might not keep exact time with your local timepiece. Moodle's clock is considered correct. (Don't cut it too close.)

After (by any amount of time) the due date, an assignment is considered late. For seven (7) twenty four (24) hour days following the due date a *late*

assignment will be accepted. A *late* assignment will be graded and the final grade will receive a 25% penalty (score multiplied by 0.75).

Explanation:

80% of success is showing up. - Woody Allen

Note: "Showing up" implies "on time". Much of success (in college and beyond) depends on solid **time management**. Due dates are based on the expected effort to complete the task. A not insignificant part of the learning from the assignment is in scheduling time to apply that effort.

The 25% penalty is applied to remind the student that a due date was missed - poor time management has a cost. The one week grace period was selected to permit learning students to recover from poor time management. The cutoff after the week is to let the student cut their losses, moving on to current material when the time management failure was great enough.