

## 15-322 Academic Integrity Policy, Fall 2016

All students are expected to be familiar with, and to comply with, the University Policy on Cheating and Plagiarism.

We regard programming, especially for music, as a creative process. There is never just one way to program a task, and tasks in this course intentionally require some creativity.

Any work submitted as a homework assignment or examination must be entirely your own creative work and may not be derived from the work of others, whether a published or unpublished source, the worldwide web, another student, other textbooks, materials from another course (including prior semesters of this course), or any other person or program. You may not copy, examine, or alter anyone else's homework assignment or computer program, or use a computer program to transcribe or otherwise modify or copy anyone else's files. You may adapt or incorporate examples used in lectures, shown in class, or presented by TAs, but only if you understand the examples, and only if the result contains significant creative additions and alterations.

To facilitate cooperative learning, it is permissible to discuss a homework assignment with other students, provided that the following whiteboard policy is respected. A discussion may take place at the whiteboard (or using scrap paper, etc.), but no one is allowed to take notes or record the discussion of what is written on the board, and you must allow two hours to lapse after any discussion before working on the assignment. The fact that you can recreate the solution from memory is taken as proof that you actually understood it.

It is not acceptable to share your solutions or give hints to your friends for projects and exercises after you have already discovered the correct idea. You are not helping your friends by doing so. The right thing to do is to not talk about the problem after you have a solution, and anyone struggling with the homework should visit office hours to talk to an instructor or TA. This shows the respect deserved by your friends as well as the people who have put a lot of effort into creating the problems.

In order to deter cheating we also run automatic code comparison programs (such as MOSS). These programs are very good at detecting similarity between code, even code that has been purposefully obfuscated. Such programs can compare a submitted assignment against all other submitted assignments, against all known previous solutions of a problem, etc. The signal-to-noise ratio of such comparisons is usually very distinctive, making it very clear what code is a student's original creative work and what code is merely transcribed from some other source. Often in previous semesters, however, we have discovered cheating due to the simple fact that the TAs are familiar with many different versions of the solution. Cheating is simply not worth the risk.

One final note: receiving credit for an assignment or exam is not an indication that we did not detect cheating. Because dealing with cheating cases is a lot of work for the TA's and the instructors, we often delay enforcement until well into the second half of the semester and take action all at once, after we identified a number of cases. This usually leads to unfavorable outcomes for the students involved. Consequences for cheating may be as severe as failing this course and being reported to the Office of the Dean of Student Affairs.

Acknowledgement: This Academic Integrity policy and text has been copied from other CS syllabi, especially 15210.

Read and understood by: \_\_\_\_\_ (date)

Andrew ID: \_\_\_\_\_