Academic Conduct Policies for Students in Computer Science & Engineering Department Classes

(Approved December 10, 2014)

This document stands in context of the Board of Regents Student Conduct Code University Rules.¹

We, the faculty of Computer Science and Engineering, want you, our students, to learn in a supportive environment. We expect and encourage you to study individually and in groups. However, since we are obliged to report individual grades, we need to assure that performance is assessed honestly. To that end this document sets out the policies to guide your academic conduct.

You, the student, must work on your grade-related course assignments and exams (including projects or quizzes) as enumerated below. Failure to do so is deemed scholastic dishonesty. Specific classes may have rules that override some of the policies stated in this document. If you have any doubt about whether something is scholastic dishonesty it is your responsibility to find out from the class instructor.

1. Incorporate only the results of your own work into your solution to an active grade-related assignment², unless the syllabus or assignment statement deliberately indicates otherwise, in which case only the indicated work may be so included, and must be properly cited as to its origin.

2. On grade-related assignments work alone, unless the syllabus (or other directives) for the class explicitly says you may work in groups on a given grade-related assignment or project. If you are working on a group assignment, communicate within your group but not with people outside your group.

3. Do not discuss an active grade-related assignment with other students, unless allowed by the course syllabus or assignment instructions. It is the job of the instructors and TAs to help students, not yours. Often some instructors may allow students to discuss assignment or seek help from other students, however, you are expected to develop and submit your own answers and work.

4. Plagiarism. Representing other people’s work as your own without proper attribution, in any context, is scholastic dishonesty. See the Board of Regents Student Conduct Code³ for a definition to be used in addition to

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¹http://regents.umn.edu/sites/default/files/policies/Student_Conduct_Code.pdf
²An active grade-related assignment is one where the due-date for the submission of your work has not expired and which contributes to the final grade for a course.
that described here. Plagiarism includes copying that is primarily syntactic, as in copying text, or primarily semantic, as in copying specific assignment related ideas, or anything between the two. The source of the other people's work could be the Internet, or a fellow student, or solutions prepared by instructors/TAs in the past, or a book, or in fact anywhere; the result is still plagiarism. Plagiarism here includes but is not limited to the following possibilities:

(a) Copying assignment answers, verbatim or not.
(b) Copying code or documentation, with or without changes.

5. **General Scholastic Dishonesty** includes any deceptive means whereby a student attempts to gain unfair advantage. Such scholastic dishonesty includes but is not limited to the following possibilities.

(a) Reading another student’s work in an examination.
(b) Communicating during an examination.
(c) Bringing prohibited materials or devices to an examination.
(d) Adding a student’s name to a group assignment when they did not contribute.
(e) Having someone impersonate you in an examination or to otherwise deceptively obtain a grade.
(f) Doing an assignment with the assistance of a parent, friend, spouse or any other person or persons.
(g) Falsifying data or records.

6. **Actively or passively abetting scholastic dishonesty by another student**. This includes enabling or partly enabling another student to violate any of the policies of academic conduct described in this document. Such behavior is deemed to be just as serious a violation of these rules as that committed by the abetted student.

Such abetting includes but is not limited to the following possibilities.

(a) Revealing to another student by any means an answer or partial answer to any part of or all of an active grade-related assignment.
(b) Revealing or hinting to another student all or part of the essential idea(s) or solution architecture or design needed to be invented to solve any part of or all of an active grade-related assignment.
(c) Failing to reasonably secure against copying all or part of your or any other solution to an active grade-related assignment (henceforth known as *solution materials*). This includes but is not limited to the following possibilities, and is intended in the broadest sense, irrespective of these examples.

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Board of Regent’s Policy for Student Conduct Code Section III (Subd. 3).
Allowing, passively or actively, access by any person, not just another student, to computer files containing such solution materials by any means, irrespective of whether they are stored on University computers or other devices such as laptops, tablets, remote Internet hosts, in fact no matter where stored and no matter who the owner of the device(s) in question is/are.

Allowing, passively or actively, access by any person, not just another student, to your CSElabs account or any other location where solution materials reside, no matter whether they are in electronic, paper or any other form.

Allowing, passively or actively, observation of or discussion of aspects of solution materials as you are currently composing them, however minor.

(d) Engaging in inappropriate online discussion or communication in a class forum or other online communications medium. Inappropriate in this context includes but is not limited to revealing, partly revealing or hinting at solutions to part or all of an active grade-related assignment.

(e) Deliberately allowing another student to read or use your work during an examination.

7. Students taking Computer Science & Engineering Department classes are expected to be fully cognizant of the CSE Labs Acceptable Use Policy, which is available at http://cselabs.umn.edu/accounts/aup.

Discussion of Frequently Asked Questions related to scholastic dishonesty can be found at http://www.cs.umn.edu/~barry/intro/acad-conduct.html.

According to the University of Minnesota policy all cases of scholastic dishonesty are reported to the Office of Student Conduct and Academic Integrity (OSCAI). Please see the OSCAI website (http://www.oscai.umn.edu) for the policies and procedures for handling scholastic dishonesty reports. Any violation of the academic conduct code will also be reported to the appropriate authorities/committees in the Department of Computer Science & Engineering.