Final Projects Ideas and Guidelines

Lecture #2: A Word on Final Projects

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Project Goals

- Apply knowledge from class lectures and discussions
- Developing a significant piece of software
- Begin master's thesis or PhD dissertation research
- Publish papers

Project Guidelines

- 6 weeks to do the project
  - scope should fall within timeframe
  - milestones should sink up with project status report days
- Should have some form of evaluation
- Solid code design for reuse
- 6000 level students must have research component

Project Proposal

- Must get proposal approved by professor
- Proposal should include
  - introduction to problem
  - related work
  - what you are going to do
  - what are the novel components (6000 level req'd)
  - how you are going to do it (i.e., strategy)
  - measure of success

Project Ideas – Wacom Graphire Improvement
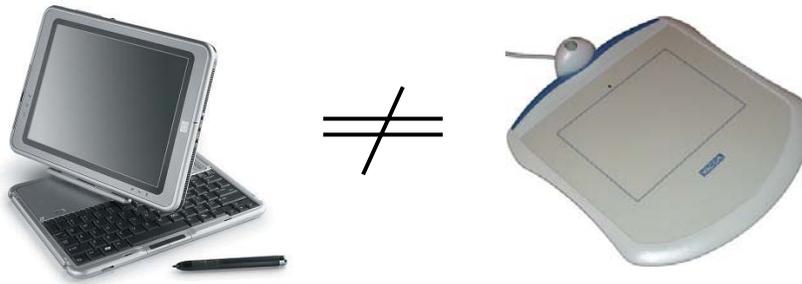
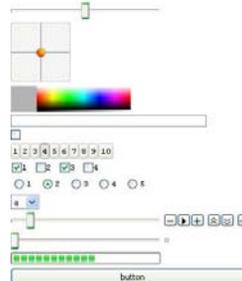Develop UI techniques for enriching experience with Wacom Tablet

Project Ideas – Mathematica 6


```
Column[{Slider[], Slider2D[], ColorSlider[], InputField[], Checkbox[],
    SetterBar[4, Range[10]], CheckboxBar[{1, 3}, Range[4]],
    RadioButtonBar[2, Range[5]], PopupMenu[a, {a, b, c}], Animator[],
    Manipulator[], ProgressIndicator[.6], Button["button"]}]
```

Sketching Interface to Mathematica

Project Ideas – Paper Projects

- **Implement a paper and make improvements**
  - Sketch
  - Teddy
  - Ladder
  - etc…