

# Final Projects Ideas and Guidelines

Lecture #2: A Word on Final Projects  
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Fall 2011

## 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

- 5-6 weeks to do the project
  - scope should fall within timeframe
  - milestones should sync up with project status report days
- Should have some form of evaluation
- Solid code design for reuse
- 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
  - how you are going to do it (i.e., strategy)
  - measure of success

## Project Ideas – Pen-based Shader



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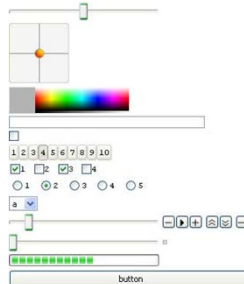
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## Project Ideas – Mathematica 6



```
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```



Sketching Interface to Mathematica

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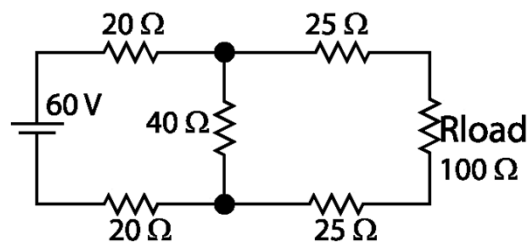
## Project Ideas – iPhone/iPad

- Create a cool touch-based app for the iPhone or iPad

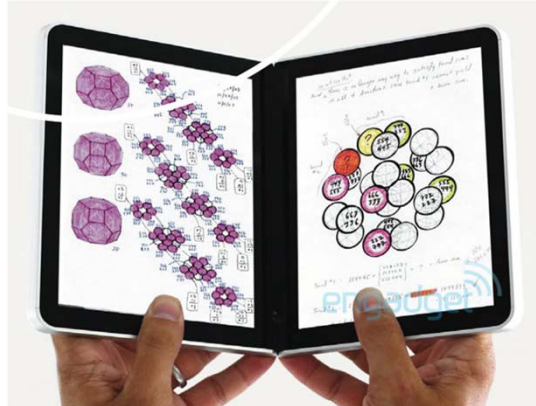


## Project Ideas – Circuit Tool

- Sketch out circuit diagrams



## Project Ideas – Interactive eBooks



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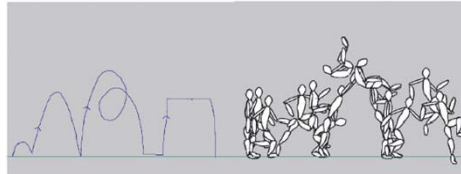
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## Project Ideas – Paper Projects

### ■ Implement a paper and make improvements

- Sketch
- Teddy
- Ladder
- etc...



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