

CS 4518 Mobile and Ubiquitous Computing Guidelines & Rubric for 1-Slide submission

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Reminder: 1 Slide of Final Project

- 1-slide from group next Monday (2/6):
 - 2/40 of final project grade
- Slide should contain 3 bullets
 1. **Problem you intend to work on**
 - Solve WPI/societal problem (e.g. walking safe at night)
 - Use at least location, 1 sensor or camera
 - If games, must gamify solution to real world problem
 2. **Why this problem is important**
 - E.g. 37% of WPI students feel unsafe walking home
 3. **Summary of envisioned mobile app (?) solution**
 1. E.g. Mobile app automatically texts users friends when they get home at night
- Can bounce ideas of me (email, or in person)
- Can change idea any time

Rubric: Grading Considerations



- **Problem (30/100)**

- How much is the problem a real problem (e.g. not contrived)
- Is this really a good problem that is a good fit to solve with mobile/ubiquitous computing? (e.g. are there better approaches?)

- **Importance (30/100)**

- How useful would it be if this problem is solved?
- What is the potential impact on the community (e.g. WPI students) (e.g. how much money? Time? Productivity.. Would be saved?)
- What is the evidence of the importance? (E.g. quote a statistic)

- **Proposed Solution (40/100)**

- How good/clever is the solution?
- How sophisticated and how many are the mobile/ubiquitous computing components (high level) proposed? (e.g. location, geofencing, activity recognition, face recognition, machine learning, etc)