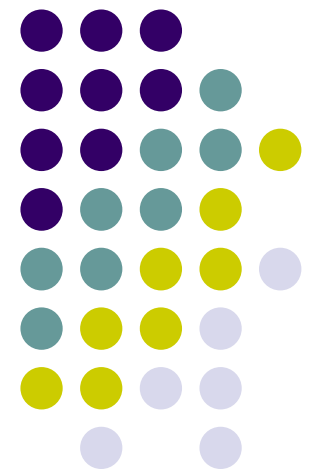


CS 525M Mobile and Ubiquitous Computing Project Proposals

Emmanuel Agu

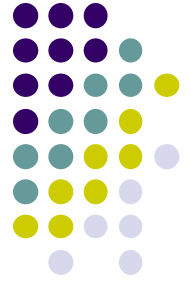


Proposal



- Submit (Written 2 pages max **PDF file**): due next week!!
 - Introduction
 - List team members (or alone)
 - Why is problem important?
 - Potential gain if you are successful
 - Substantiate claims. Throw some numbers (\$\$, time)
 - Related work
 - Work is part of a community
 - Good research built on top of giants shoulders
 - What else has been done in this area (academic + commercial)
 - How is your work different?

Proposal



- Methodology/Design/Tools:
 - Brain storm!
 - Summary of what you intend to do
 - How you intend to do it?
 - Don't promise too much
 - Focus on **science results learned** vs **product mentality**
- Proposal emailed + summaries by next class
- If you are confused, email me

Steps to Coming up with a Project



1. Click on papers,
 - i. find area you like
 - ii. What type of work do you like? Experimental? theory?
 - iii. What are your strengths? Networking? Machine learning
2. Find papers you like within area or search ACM digital library or IEEE Xplore
3. Can each paper be extended?
 - a. Look at future work
 - b. Repeat experiments + other things they didn't try. E.g.
 - i. Re-do Angry birds paper + compare your results
 - ii. Smartphone diversity + understand locations where people do XYZ