CAPSTONE PROJECT

Dr. RUSTAM A. LUKMANOV & MUWAFFAQ IMAM

CAPSTONE PROJECT

the high point : crowning achievement

a coping stone: COPING

Dr. RUSTAM A. LUKMANOV & MUWAFFAQ IMAM

THE CITY IN NEED OF STARTUPS



~ 100 STARTUPS ARE EXPECTED TO FILL NEW INDUSTRIAL PARK SPACES

EMERGING TECH SCENE

STARTUP AS A THESIS – 4TH YEAR IN YOUR OWN COMPANY



MORE ABOUT
THIS IN THE
SECOND LECTURE

EMERGING TECH SCENE

7 WEEKS

1 - PROJECT / 06.06 - 27.07

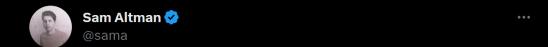
DURATION

AI - OPEN SOURCE - EXPERTS

LEVERAGE IT ALL TO BUILD YOUR PROJECT

SCOPE and PROJECT SCALE

Al and OPEN SOURCE



heard something like this 3 times this week:

"our recent grads are now much more productive than people who have worked here for years because they've really learned how to use ChatGPT".

Перевести твит

1:11 AM · 21 апр. 2023 г. · **1,7 млн** просмотров

960 ретвитов	214 цитат	10,1 тыс. отметок «Нравится»	802 закладки	
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UNIQUE OPPORTUNITIES AHEAD

PICK ONE OF THE TIERS FOR YOUR PROJECT

WEB, MOBILE, ML Or a PERSONAL track

YOUR PROJECT SHOULD BELONG TO THIS TIERS

- 1 PROJECT PER TEAM (5 OR 7 PEOPLE)
- DIFFERENT TEAMS CAN WORK ON SAME PROBLEMS
- DIFFERENT ASPECTS OF ONE PROJECT CAN BE BUILT BY DIFFERENT TEAMS
- FOR THE PERSONAL TRACK YOUR PROJECT SHOULD BE PUBLIC, NO NDA, CLEAR PERSONAL CONTRIBUTION, REPORTING

TIERS

MVP or a PROTOTYPE

WILL BE GRADED BY A COMITEE 3 BEST TEAMS WILL RECEIVE A RECOMMENDATION TO A UNIVERSITY STARTUP BOARD

GOAL

MVP - PROTOTYPE EXAMPLES:

- 1: FUNCTIONING BOOKING SERVICE
- 2: FINE-TUNED LANGUAGE MODEL
- **3: WEB STORE**
- 4: LOCAL EVENTS DISCOVERY platform

GOAL

PRODUCT, SERVICE or a PROBLEM - BUISNESS HUMANITARIAN YOUR PROJECT SHOULD AIM AND CONSIDER:

- HIGH SOCIAL UTILITY
 - DEFINED CUSTOMER DOMAIN
 - TIME, RESOURCE AND SCOPE CONSTRAINTS

GUIDLINES

WHILE BUILDING YOUR TEAM

THINGS YOU MIGHT THINK IN PRIOR

- MAKE A TEAM WITH DIVERSE SKILLS
- DIVISION OF LABOR
- SET THE RULES OF INTERACTION MAJORITY VOTE/LEAD DECISION / FREERIDE HANDLING

TEAM BUILDING

PROJECT TIMELINE:

WEEKLY DELIVERABLES

- WEEK ONE PITCHING IDEAS, BUILDING THE TEAM, DEFINING THE VALUE PROPOSITION
- WEEK TWO CHOOSING THE TECH STACK, DESIGNING THE ARCHITECTURE
- WEEK THREE DEVELOPING THE FIRST PROTOTYPE, CREATING THE PRIORITY LIST
- WEEK FOUR TESTING AND ITERATING, NARROWING THE SCOPE
- WEEK FIVE COLLECTING FEEDBACK, REFINING THE PRODUCT
- WEEK SIX PREPARING FOR FINAL PRESENTATION, PACKAGING
- WEEK SEVEN MVP/PROTOTYPE PRESENTATION, EVALUATING THE RESULTS

ROADMAP

FEEDBACK, REFLECTION, ACTION HOW TO REPORT ON YOUR PROJECT

- WE WILL SETUP THE PROJECT WEBSITE WHERE EACH WEEK YOUR TEAM WILL BE TASKED TO REPORT ON CURRENT PROGRESS, LATEST EVERY FRIDAY EVENING
- WE WILL PROVIDE YOU WITH FEEDBACK AND MAKE SUGGESTIONS ON YOUR PROJECT
- EVERY REPORT SHOULD NOT BE SHORTER THAN A 2000 CHARACTERS
- ALL TEAMS CAN SEE ALL REPORTS / MODIFY THEIR PROJECTS ON THE BASIS OF THIS REPORTS
- EVERY REPORT WILL GIVE YOU UP TO 5 POINTS ALL CAPSTONE REPORTS UP TO 30
- EVERY WEEK WE WILL HAVE A LECTURE/MEETING WORKING THROUGH PAIN POINTS

LEARNING

GRADING CRITERIA 70 POINTS MAX

SOME PARTS . WILL BE . ESTIMATED FROM YOUR . REPORTS!

- INNOVATION: level of creativity and novelty
- FUNCTIONALITY: extent to which the software prototype fulfills its intended purpose
- USER EXPERIENCE (UX): Considers the overall user experience provided by the prototype
- TECHNICAL IMPLEMENTATION: technical proficiency exhibited in the development of the prototype
- Al INTEGRATION: level of successful integration and utilization of Al technologies within the software prototype
- TEAMWORK AND COLLABORATION: level of collaboration
- PRESENTATION AND COMMUNICATION: clarity, persuasiveness, and professionalism of the team's presentation

FINAL EVALUATION

GRADING CRITERIA for THE Personal track 70 POINTS MAX

- DESCRIBE THESE PARTS OF YOUR PROJECT IN
- INNOVATION: level of creativity and novelty of the project
- FUNCTIONALITY: extent to which the software prototype fulfills its intended purpose
- USER EXPERIENCE (UX): Considers the overall user experience provided by the prototype
- TECHNICAL IMPLEMENTATION: technical proficiency exhibited in the development of the prototype
- Al INTEGRATION: level of successful integration and utilization of Al technologies within the software prototype
- **REPORTS!** PRESENTATION AND COMMUNICATION: clarity, persuasiveness, and professionalism of the team's presentation
 - DOCUMENTATION AND CODE ORGANIZATION: code clarity and quality, completeness of the documentation, including readme files, code comments, and user guides

FINAL EVALUATION

GRADING CRITERIA 70 POINTS MAX

- INNOVATION: level of creativity and novelty
- FUNCTIONALITY: extent to which the software prototype fulfills its intended purpose
- USER EXPERIENCE (UX): Considers the overall user experience provided by the prototype
- TECHNICAL IMPLEMENTATION: technical proficiency exhibited in the development of the prototype
- Al INTEGRATION: level of successful integration and utilization of Al technologies within the software prototype
- TEAMWORK AND COLLABORATION: level of collaboration, execution on a shared vision
- PRESENTATION AND COMMUNICATION: clarity, persuasiveness, and professionalism of the team's presentation

FINAL EVALUATION

BUILDING ON CAPSTONEPROJECT WAS A SUCCESS?

- CONTINUATION MAKE SURE THAT YOUR PROJECT WILL BE FEASIBLE AFTER CAPSTONE
- MENTORSHIP FIND MENTORS FROM THE FACULTY OR INDUSTRY
- LEADERSHIP BUILD YOUR TEAM FURTHER RECRUIT MORE ENGINEERS

FUTURE PROGRESS

WEEK ONE WHAT TO DO?

INSTRUCTIONS WILL BE PUBLISHED ON THE SHARED BLOG EACH TEAM/PERSON SHOULD OPEN THEIR BRANCH EVERY WEEK, PUBLISH THEIR PROGRESS IN THE BRANCH WE WILL EVALUATE YOUR REPORT AND GIVE FEEDBACK

DELIVERABLES FOR THE WEEK ONE