CSSci

Final Product

Group Assignment

As part of the Capstone project, student groups design and implement a digital intervention to address a societal challenge presented by a Project partner. Examples of digital interventions include a website, app, e-learning platform, e-monitoring system, chatbot, software, and more. The exact format and requirements of the digital intervention are discussed and agreed upon with the Project Partner and the Core Lecturer. The digital intervention is developed to meet the needs of identified stakeholder groups and is grounded in relevant social science theories. Students identify key intervention points and apply a combination of social science and data science methodologies to design, implement, and refine their digital intervention. The Final product demonstrates relevance to both policy and academic audiences, showcasing its potential to drive meaningful societal impact. For this group assignment, a student group submit the definitive version of their digital intervention.

Deadlines

Friday, March 28, 2025 (17.00)	**Progress check** Submitted as static files. Links to online files/storage will only be accepted in extraordinary cases and with preapproval by the Core Lecturer.
Wednesday, April 9, 2025, 14.00-17.00	**Mid-term Prototype Event** Participation mandatory
Thursday, June 5, 2025 (17.00)	**Final submission** Submitted as static files.

Assessment Criteria

- Ability to synthesize insights to develop the most suitable digital intervention for the given challenge and the relevant group of stakeholders.
- Ability to use appropriate research designs, including data collection and analysis, to develop an effective intervention.
- Effective application of database management processes, machine learning techniques, and methods in modeling, design, development, evaluation, and management of interactive information systems.
- Ability to create an intervention that effectively communicates information and ideas to a variety of audiences.
- Ability to define and prioritize the key visual and content elements, as well as the requirements of the digital intervention.

Learning Objectives

- Apply methods and techniques in the field of modelling, design, development, evaluation and management of interactive information systems
- Apply database management processes and machine learning (with the programming language of choice)
- Decide what the most suitable digital intervention is given the challenge situation based on a synthesis of insights
- Choose the research design (data collection and analysis) appropriate to the research question
- Communicate information, ideas, problems and solutions constructively and effectively to members of the academic community and to external partners and lay audiences
- Define and prioritize the requirements of the digital innovation clearly and concisely

Version History:
Jan 20, 2025: V1.1