

Assignment 2 - Research Topic Proposal

Due Date: Friday Jan 26, 2024, at 11:59 pm (10 points)

PURPOSE

This is a group assignment to define the research presentation topic you will present in the class.

DELIVERABLE

Upload one page PDF with the following content:

1. Research title:

- The topic must be related to software engineering.
- It can be research paper or any topic that is important in the state of the art of software engineering (like AI in software engineering, cloud in software engineering, LLMs for Devops, Azure Devops,...)

2. Research description:

- In one or two paragraphs explain the research topic.
- Explain why this topic is related to software engineering.
- Explain how you plan to demo it in the class. Make sure your topic has some potential for implementation and demonstrating in the class. That is, do not pick topics that are pure theory.

Note 1: close cooperation among team members is expected. All team-members must cooperate in the presentation and demo.

Note 2: The assignment will be graded based on the quality of the presentation and novelty of the topic.

SUBMISSION

Only one submission per team.

The report must be **typed up**. No handwritten submission will be accepted.

At the top of the report, please make sure to include the Team Members AND their student id.

Rubric

Criteria		Pts
Content & Live demo	Information is very organized with clear titles and subheadings. Live demo is effectively prepared and is supported with the context of the presentation.	40
Eye Contact & Body Language	Holds attention of entire audience with the use of direct eye contact, seldom looking at notes. Movements seem to help the audience visualize.	10
Questionnaire	Prepare between 5 to 10 questions related to the presentation and distribute printed copies to the students after the presentation.	10
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Criteria		Pts
Group	All group members attend and participate actively in the presentation and demo	10
Time	Present in 15 minutes	10
Attractiveness	The presentation is exceptionally attractive in terms of design, content, and neatness. Avoid copying lots of text in the presentation!	10
Total		90