Guide to Choosing an appropriate research project for your programme

ANDREASA MORRIS-MARTIN

15TH SEPTEMBER, 2017

Tips for Choosing an Undergraduate Research Topic

❏ Research (find out) what other students are doing

❏ Find a CS Research area that is interesting to you
  ˮ Identify some gaps in the area
  ˮ Identify some trending researches

❏ Discuss your topic with a potential supervision

❏ Your research project should provide some contribution to the body of knowledge.
  ˮ The idea is not to revolutionise the area but to add some small contribution
  ˮ It may not be entirely unique but it must present some fresh ideas (novel approach to an old , utilizing an old approach to a new problem, combining old approaches for a new solution, applying an old approach in a new context – geographical, social, cultural)

CS Research Projects in the past

❑Reconstitution: A Novel Data Transfer Method – Regan Henery (2017)

❑A Slime Mould approach to mapping roads in Guyana – Troy Munroe (2017)

❑Distributed Object Computing – Complexity Reduction and Interoperability – Owen Grant (2017)

❑Hybrid Sorting Algorithm Approach To Creating An Optimal Sorting Algorithm – Michael Harris (2017)

IS Research Projects in the past

❑EMR-PHR Integration For Improved Diabetic Outcomes In Guyana – Alicia Layne (2017)

❑A Decision Support System that provides an automated short listing of potential employees in recruitment and hiring of any organization - Devika Samad (2012)

IT Research Projects in the past

❑ Investigating How Elements In Virtual Reality Can Alleviate Depression In Physically Disabled Adults – Latchmi Singh (2017)

❑ A Comparative study of the various mapping frameworks for Campus Based Navigational Systems – Mark Ali (2017)

❑ Evaluating a Gamification approach towards increasing students' motivation to learn Geometry and Trigonometry – Udisha Richards (2017)

What to do next?

- ☐ Read
- ☐ Experiment
- ☐ Write
- ☐ Talk

Read

Web pages:
- ◦ Related topics
- ◦ Products & Users."

Magazines and Journals.

Documentation.

Dissertations.

Papers

Experiment

Try tools.

Build prototypes.
- How hard is the problem?
- Find missing parts of the architecture.
- Get more familiar with tools.

Test other people's results & claims.

Write

Notes become text; some will go in the thesis

Non-notes become lost.

Writing on a computer allows for search, cut & paste.

Writing in notebooks allows time record & spatial structure.

Talk

Find out about tools.

Find out about papers.

Find someone to proof-read & give feedback."

TALK TO YOUR SUPERVISOR!