COMP2145 Software Engineering I
Research Methods: Writing an Abstract
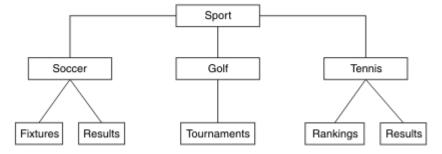## Laboratory #1
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In this laboratory students are expected to complete a draft of the abstract for their research paper.

1. Think about a broad software engineering topic and narrow it using a topic tree. In order to create your topic tree, try to answer the questions "What?;" "Where?;" "When?;" and "How?" For example, look at the three levels of the sport topic tree illustrated in Figure 1. Imagine that we wanted to build a sports application, then we need to ask "What sport?" We also need to ask "Where is the sport played?;" "When is the sport played?;" and "How, or what method are we going to use to build the application?" The resulting topic could be "A Web-based Tennis Ranking Application for the 2018 Secondary School Tennis Tournament in Barbados."

Figure 1. Topic tree for the high-level topic "sport."

2. Search the Internet using keywords found in your topic tree and create your paper title in no more than 15 words.

3. Create groups of two students and allow your group member to review your topic tree and your draft paper title and provide constructive feedback.

4. Revise your tree and paper title based on the feedback.

5. Search the Internet for more detailed information about your topic and write a draft of your abstract in no more than 100 words. Remember that your abstract should include: a problem statement, a motivation, an approach, results and a conclusion.

6. Ask your group member to read your abstract and provide constructive feedback.

7. Add reflections on this laboratory to your course reflection journal.