Final Year Projects – Very Important! (Please read carefully)

Dear 3rd year students,

You will soon be entering your final year of studies in your Bachelor's degree in Computer Science. One major contribution you will be making this year is your final year project. You can find a list of final year project advisors here: <http://www.ariel.ac.il/cs/list-areas-of-research-terms-cs>. Note that there will be no official meeting at the beginning of the year regarding your final project (so you can start searching for an advisor and start working on your project already now!).

Here are a few highlights on the projects:

* Projects can be submitted in groups of 2-4 students (you can submit a project by yourself if approved by your advisor). Not everyone in the same group must get the same grade. Each student must show proficiency in all project details.
* You are expected to be working on the project the whole year long.
* There will be a project day during June, in which you will be presenting a poster.
* There will be 4 dates for defending your project during September and October 2018. You will be given 15 minutes to present your work (including a demo).
* You will need to submit a technical report / scientific paper in English and written in Latex (you are welcome to use sharelatex.com or overleaf.com). Your paper must include the following items / sections:

1. Project Title + your names, and the name of your advisor
2. Abstract: A paragraph describing your work.
3. Introduction: Explain the problem, why it is important (motivation) and give some direction to how you are planning to solve it / how you have solved it.
4. Related work: summarize previously published papers on the topic you have chosen and/or on methods you are planning to use / have used (i.e., scientific papers that provide the required background). You must summarize the papers in your own words (make sure that you understand them). You can search for scientific papers at scholar.google.com.
5. [Failed approaches]: describe approaches you have tried but that have failed.
6. A detailed description of your work or system: This should describe what has actually worked.
7. Evaluation and results: including comparison to some baseline(s)
8. Conclusions
9. Future work

* The project description section should include only your final (best) approach, as should the results section. However, you can add a section for failed approaches (including their results). Do not write your report as a story (try avoiding first person viewpoint and subjective case), the only exception to this can be the failed approaches section in which you can describe what has failed and how you see it from your point of view.

Deliverables:

You will be composing your technical report / scientific paper during the whole year. For every deliverable, you will be writing an additional part of your paper. However, everything is subject to changes, i.e. you can make changes to your paper from deliverable to deliverable. You may submit any deliverable ahead of time. All deliverables must be submitted to your advisor only. Please do not ask me for any extensions to the deadlines (if you have a very good reason, contact your advisor).

* Nov 15, 2017: Project title, students and advisor, and abstract (items 1-2 above) – 3% of your final grade.
* Dec 14, 2017: Introduction and Related work (items 1-4 above) – 5% of your final grade.
* March 6, 2018: Some working component(s) – 7% of your final grade. It is your responsibility to discuss this submission with your advisor in advance, and agree what it should include and what the format for the submission will be (e.g. oral presentation, video, screenshot, a written proof, etc. email/Moodle submission).
* June 2018: project day: A working prototype and a poster to be presented. Some projects will be given the opportunity to give a short presentation – 10% of your final grade (project which include an oral presentation are likely to receive higher grades).
* September-October 2018: Defending your project: You will present your final system and submit a printed version of your scientific paper – 75% of your final grade.

Your work will be evaluated based upon the following criteria:

1. Novelty: How novel is your idea? (Was it already implemented in the past, possibly in slightly different settings? Is it interesting research-wise?)
2. Usefulness (motivation) & Complexity: Are you solving an important problem? (Who cares about the problem you have solved? Is someone actually using your system?) How complex is the problem you have solved?
3. Usability & Workability: How simple is it to operate the system? How well the system does actually works? (Does it crash all the time?)
4. Technical report: How well is it written? Is it clear? Is the related work section adequate?

Some outstanding performance in some criteria may compensate on your performance on other criteria. For example, an augmented reality online multiplayer game that works well, while not satisfying the novelty criterion, may still get a very high grade based upon the other criteria.

It is also possible to work on a theoretical project which will have different evaluation criteria.

Please contact your advisor if your project requires the purchase of any hardware, software or cloud services etc.

Good luck and Shana Tova,

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