

Projects

a quick guide

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Your project

- It is your project
 - not your supervisor's
- Do what you enjoy, do it well
- Be clear what you're aiming for
 - both project deliverables, and standards

Standards of projects

- See marking criteria for full details
- A pass demonstrates basic competence
- Higher grades are possible.....

First class project

- Has to demonstrate mastery
- Needs a touch of something special

Managing your supervisor

- Role is to guide and mentor
- Offer advice
 - not solutions
 - not programming help
- Use them!
 - ask questions
 - discuss ideas

Process

- Weekly meetings with supervisor
- Weekly reports on Canvas
 - demonstrate progress
 - reassures supervisor
 - protects you from plagiarism claims
 - documents decisions
 - makes writing up easier

Process cont.

- Project proposal
 - end next week
- Demonstrates you know what problem you're tackling, how you might go about it, and when
- 60 credit: scientific article
 - towards end semester
 - a full literature review - a structured summary of the state of the art
 - ethics and legal issues discussed too

Main stages

- Problem identification
- design concepts
- prototypes
- feedback
- architecture design
- software development
- testing
- quick evaluation
- improvements
- user feedback
- experimental evaluation
- results
- conclusions
- references

Ethics

- All projects need to undergo ethical consideration
 - from you
 - from ethics committee
- automated quiz on Canvas
 - most will not need further review

Plagiarism

- Passing off others work as your own
- Not allowed
- Quoting is fine - make it clear it's a quote, and put in the reference
- Using libraries is fine - make it clear what is yours and what is provided
 - you will not get credit for what the library provides
 - if you write something that has a standard library, there better be a good reason

Writing

- why write?

Writing

- writing is thinking
- writing gives you documentation about why you did what you did - useful in 6 months time!
- writing gives you evidence of progress
 - useful if you're down about your project
- writing gives you content for your final report
 - or at least, structure and concepts
- gets you in practice

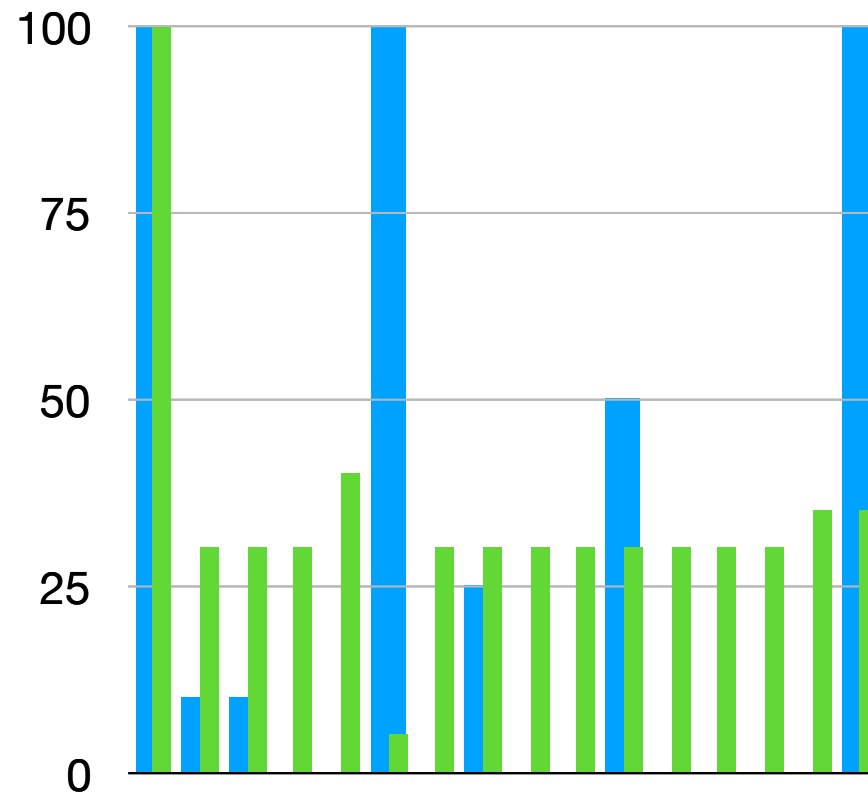
Managing time

- total time on project calculations
 - 10 credits is 6-7 hours/week
 - project is 40/60 credits
 - so that's 14/21 hours per week: 2-3 days
 - project duration is ~25 weeks
 - 700/1050 hours total

Managing time

- a lot

Effort models



Management

- Time management
 - odd hours
 - block time
 - track progress
 - social media

Management

- Project plan
 - week by week plan of what you will do
 - you will not stick to it!
 - but it will identify where you are lagging/ahead
- Gantt chart

Management

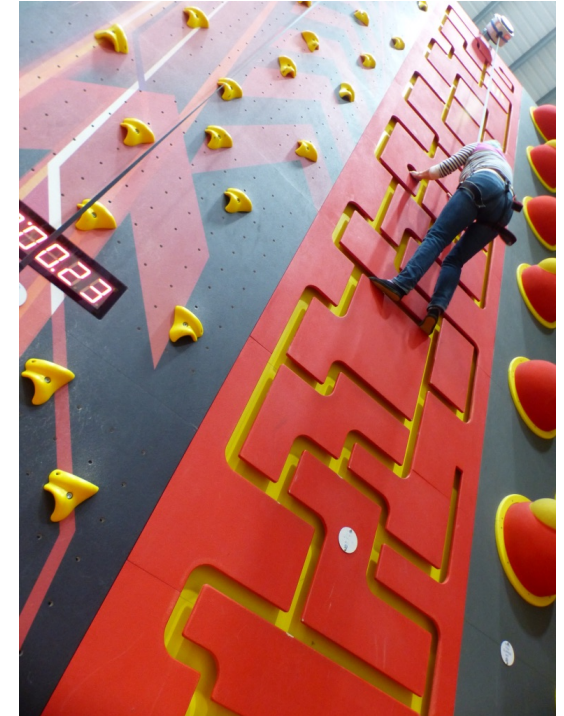
- Software engineering approaches
 - Waterfall?
 - Iterative?
 - Agile?
 - UCD?

Management tools

- Lab book
- Canvas logs
- Post-Its
- Trello
- PivotalTracker
- etc.

Health management

- Projects are big things and so can be stressful
- Manage your stress
 - manage your time to a plan
- physical health
 - sleep, eat, drink healthily
 - exercise
 - 20 mins work then short break - longer break at 1 hour
 - or whatever suits you



Health management

- manage mental health and attitudes
 - others are having problems with their work too!
 - some days you'll make good progress, others bad - accept this
 - talk to friends
 - discuss with supervisor
 - school welfare officer
 - doctor

Writing tools

- LaTeX/Word
- bibliographic management
 - Mendeley; Zotero; Word references; EndNote; REF
- try a few, pick one early

Other tools

- Google Scholar - scholar.google.com
- sensible use of Google
- Wikipedia but go to original sources
- shared docs
- cite-u-like and other social reference sharing tools

Questions?