Hands-on Project

Objectives:

Define a project problem that is important to solve, develop and implement a proof-of-concept (POC) software application for the solution, based on the various software paradigms discussed in the classes.

Sample Hands-on Project Areas:

- Artificial Intelligence (AI), OpenAI
- E-Commerce
- Big Data
- Cybersecurity
- Could Computing—AWS, Azure, Cloud Foundry

The final project report should address at least the following points:

- Overview of the proposed hands-on project
- Rationale behind the proposed hands-on project
- Issues/difficulties encountered during the project development
- Solutions/analyses to the proposed hands-on project
- Un-resolved issues and future works, if any
- Source code for the hands-on project

Deliveries: (Due dates are listed on the class syllabus)

- 1-page project proposal
- Final project report (see the section below for details of formatting)
- Presentation/Demo (15-25 minutes oral presentation/demo)

The 1-page project proposal should address at least the following points:

- Overview of the proposed hands-on project problem(s)
- Rationale behind the proposed hands-on project problem(s)

The final project report should contain the following sections (max 10 pages excluding the source code):

- Title of the proposed project—a maximum 9 word title
- Abstract—a maximum 250 word abstract to describe the proposed hands-on project
- Introduction—describes the rationale behind the proposed project and the content of the proposed project
- Related project works—describes any developed projects related to the proposed project
- Solutions/Analyses—details the solutions/analyses to the proposed project
- Summary and future works—summarizes the proposed project work as well as future works.
- Source code—developed and tested for the proposed project

Recommended final report formatting:

- IEEE: https://www.ieee.org/conferences/publishing/templates.html
- Formatting guideline from any conference/journal